ISSUE 7
FREE WITH ISSUE 236 OF COMPUTER AND VIDEO GAMES

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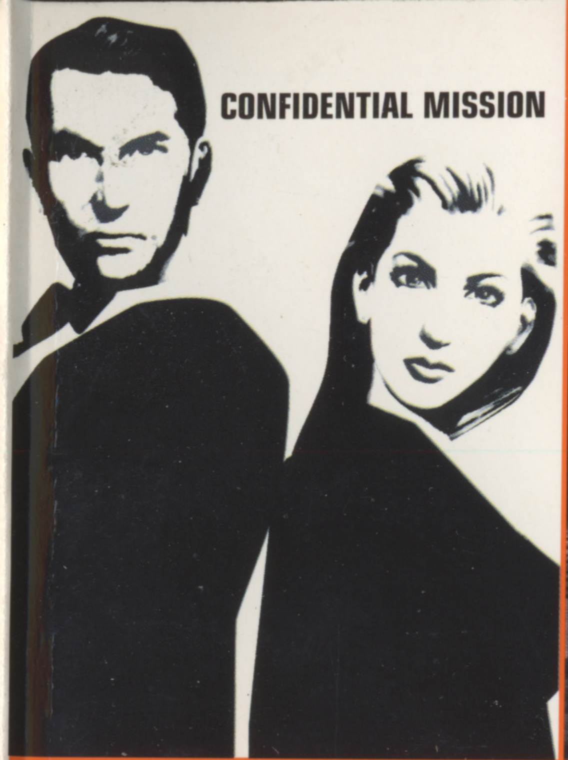

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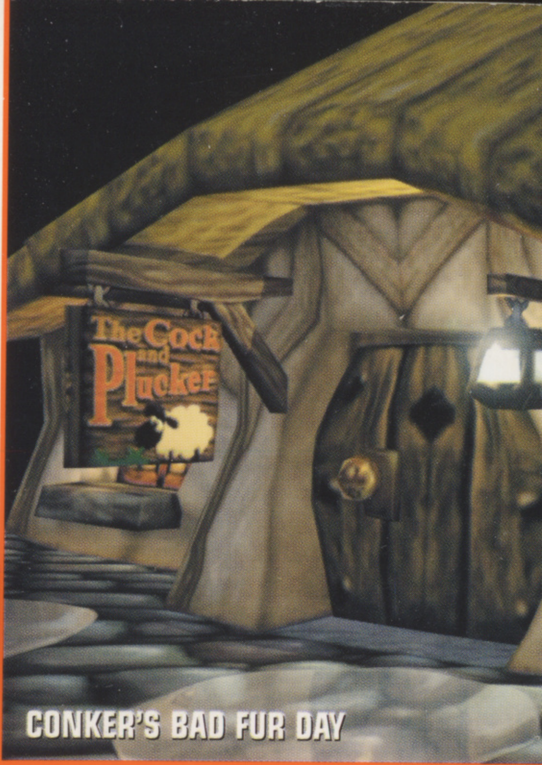
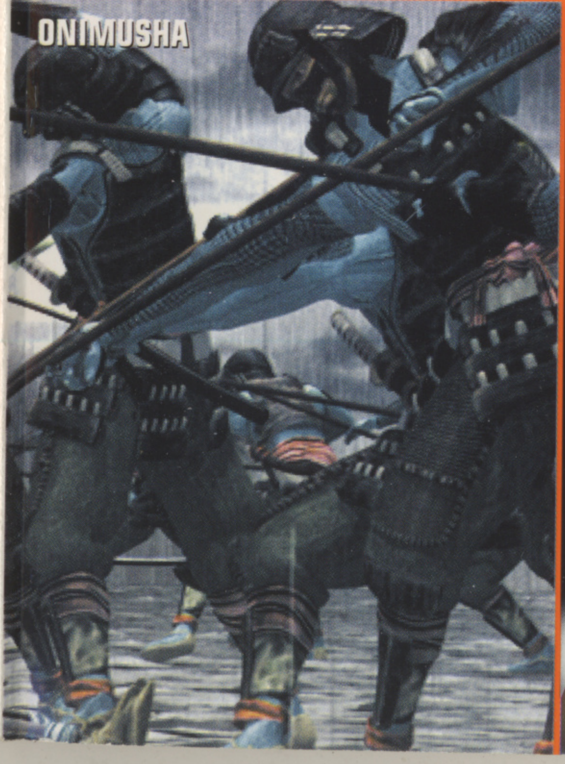


CONKER'S BAD FUR DAY

THE OFFICIAL computer and video GAMES GUIDE



ONIMUSHA

BLACK & WHITE

Free with Issue 236 of Computer and Video Games

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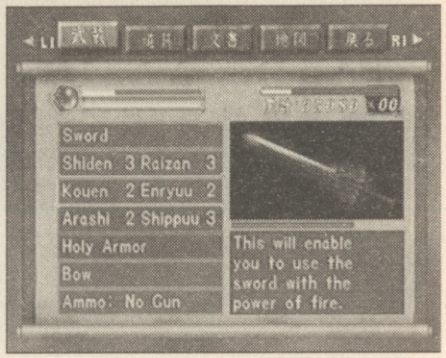
ONIMUSHA: WARLORDS

It's all kicking off in Samurai infested Japan. Some half baked little freak has raised demons to cause all hell to break loose again. This time it's the turn of Samurai Samasouke to rescue the women, the children and if he's got time the rest of the world from this oriental onslaught. Being a bit tasty with swords, magic and raw fish dishes might just come in handy in the short and sweet Onimusha.

SWORDS AND SORCERY

When you play as Samasouke you will pick up various weapons and forms of ammunition. Use them to kill demons, ninjas and bosses, but make sure you hit X to suck up the souls of anything you kill. Then when you go to a save point you can enhance your weapons and ammo. Enhancing the weapons and orbs is the way to get through doors sealed by multiple coloured locks. The number of locks relates to the level you have to reach to open them. Herbs get enhanced to medicine, arrows get enhanced to fire arrows etc.

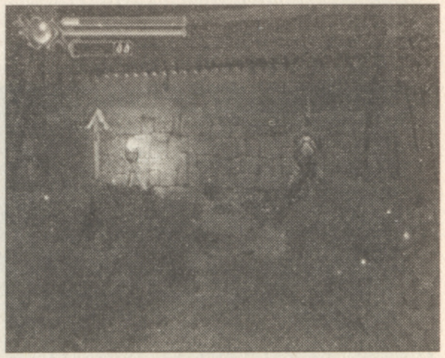


Sword
Shiden 3 Raizan 3
Kouen 2 Enryuu 2
Arashi 2 Shippuu 3
Holy Armor
Bow
Ammo: No Gun

This will enable you to use the sword with the power of fire.

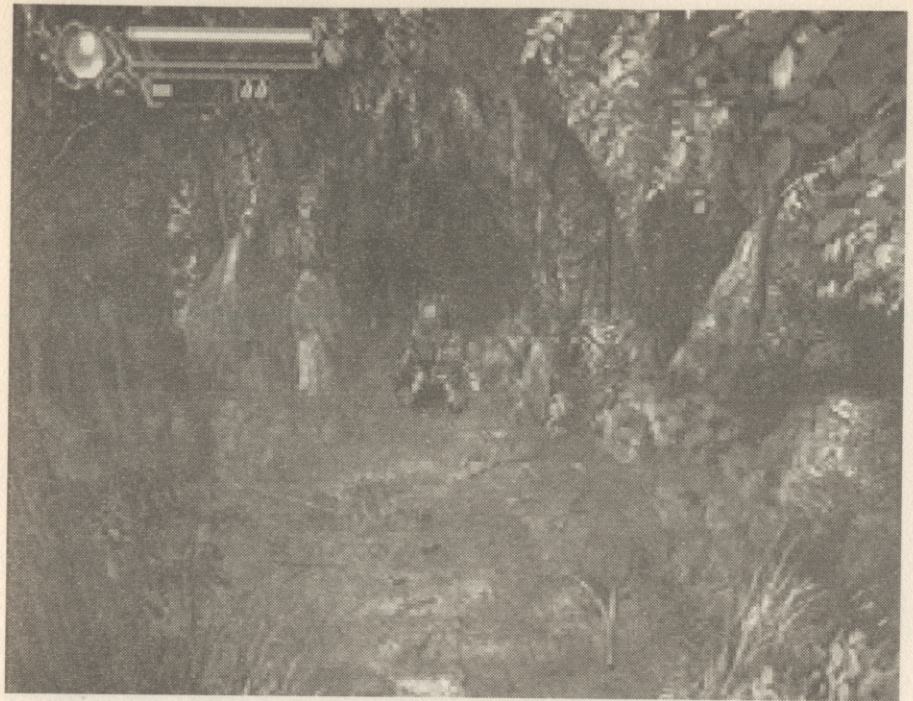
QUICK KILL

No matter how big your opponent, when they hit the deck there is a way to kill them off quick to get the soul, and also to stop them getting up and giving you a good twatting when your back is turned. Run over to the prone body and hit attack when you are stood directly over it to launch a devastating downward stab. It looks vicious cos it is and they wont get up from it.

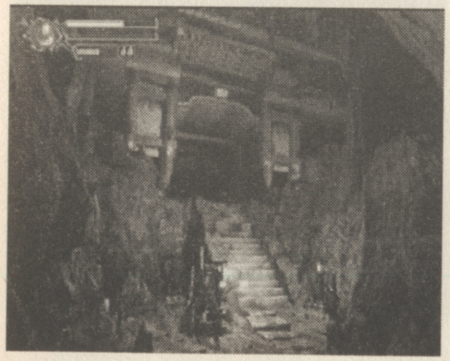


After the intro scene, resist the temptation to follow Kaede and go down the path that is pointed out to you for another long cut scene. Now you have the gauntlet that allows you to suck souls. Move forward to find a magic mirror where you can save your game.

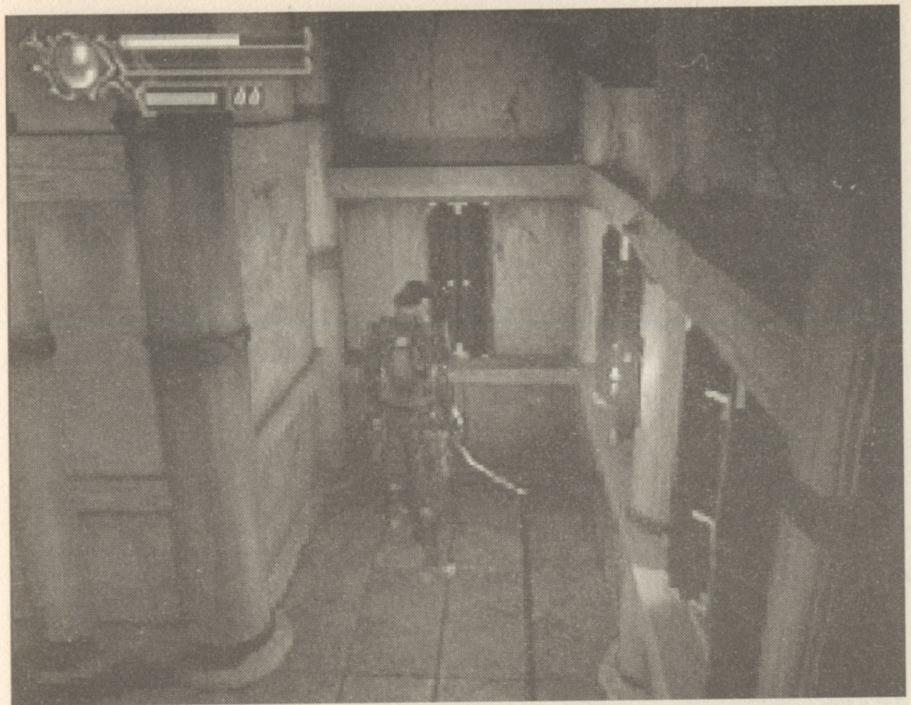
Go through the gate next to the mirror and move forward until another scene cuts in. Simply hack the attacking zombies here and suck up their souls. Go through the door on the left and go through the facing door to get another cut scene. Kill the zombies here and keep holding L1 to avoid taking too much damage.



Absorb the souls and go through the next door – brief ruck and follow the path that's been pointed out. As you enter the forest some blue ninjas will have a pop – again they are easy to kill with just slashing. Grab the herb that's here and go into the cave. Ignore the bats that fly out and enter the hole that opens up in front of you.

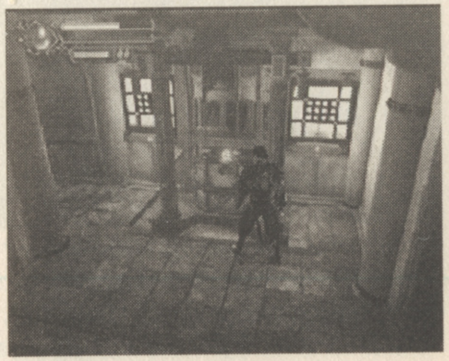


Move forward now that you're underground and take out the next batch of guards. Carry on going forward until you come to a staircase but don't go up until you take the Temple Map. When you've gone up press X to get Sougen's Note from the statue which will then move. Onwards.

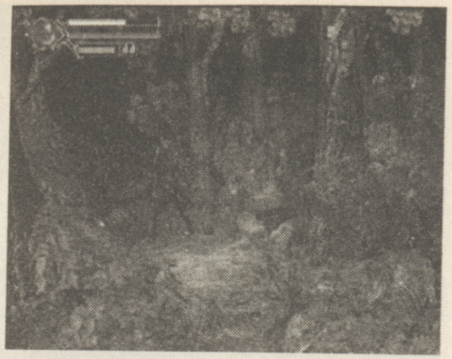


Through the opening there is a zombie on the right – so waste 'im. Once he's gone get the Seiryu from behind the brown doors. Have a look in the other doors for a Flourite – then go to the opposite end of the room to find a door. Go through this and smash the blue jars to get a Journal from the treasure box.

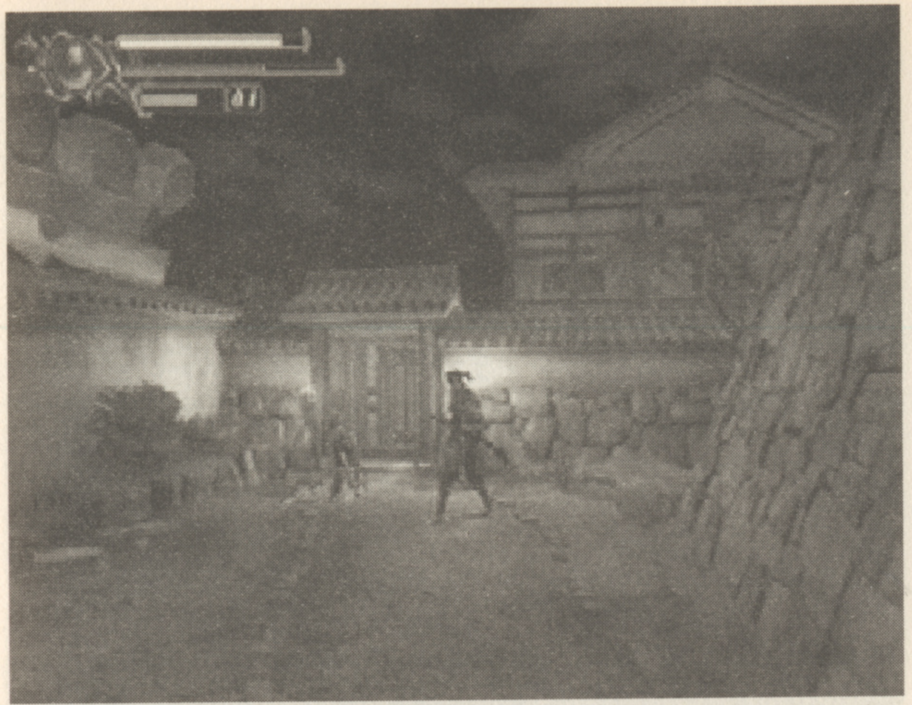
There's a Thunder Orb at the other end of this room that needs getting. Stick it in your gauntlet to get a Raizan. Go through the door on the left of the altar and along the long corridor to the stairs. Go to the puzzle box and move the left piece, the right piece then the left one again to solve it and get a rope ladder. Now go upstairs.



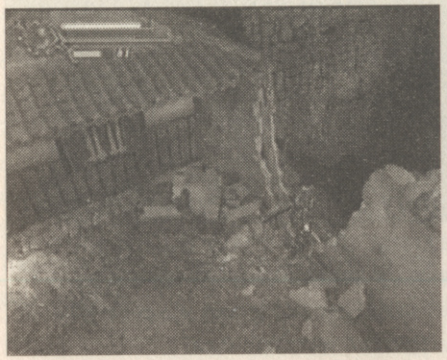
Examine to the right of where you come out to get a Magic Jewel. Use it now and move forward. Go to the gate and save your game by finding the magic mirror to the left. There's another puzzle box here. Do it in this order – 1st choice, 3rd choice and 6th choice, then press ok. You'll get a power jewel that you can use now to increase your vitality.



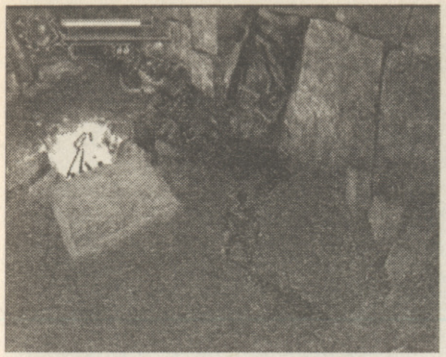
Equip the Raizan to open the door. Keep your finger on L1 to block the attacks of all the demons on the bridge – then slash when it's safe. They will stop spawning eventually – so use this as a good time to suck lots of souls. Use some of these souls to upgrade your herbs to medicines if you haven't used them already.



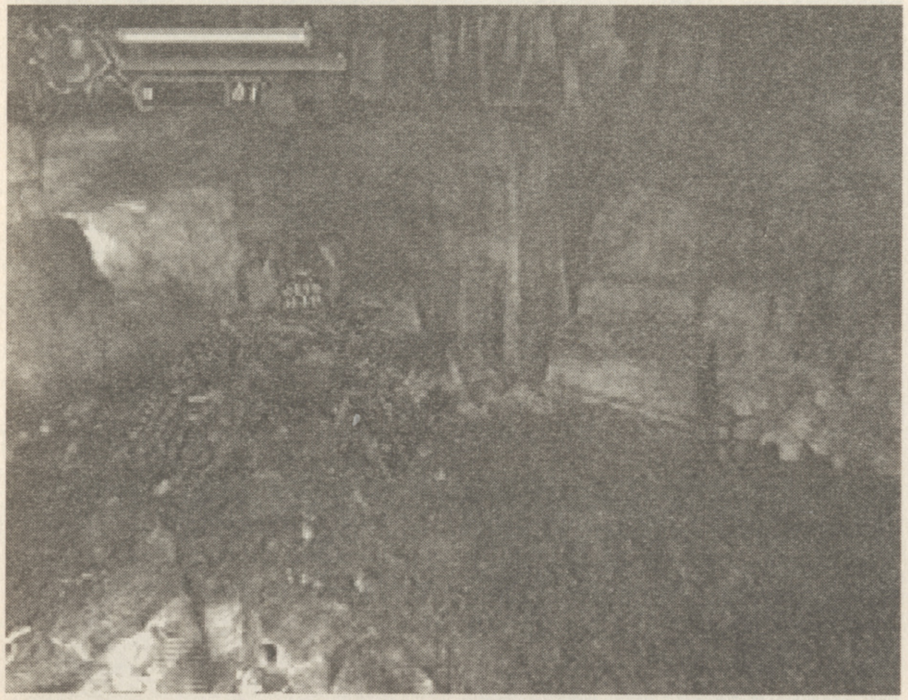
Go to the top of the courtyard and head left. Waste all the smaller demons, and when they stop spawning attack the big guy. Use your magic to knock him down and stab him while he's down to end things quickly. Go through the green door and run to the end of the room, killing the demons to help the soldier.



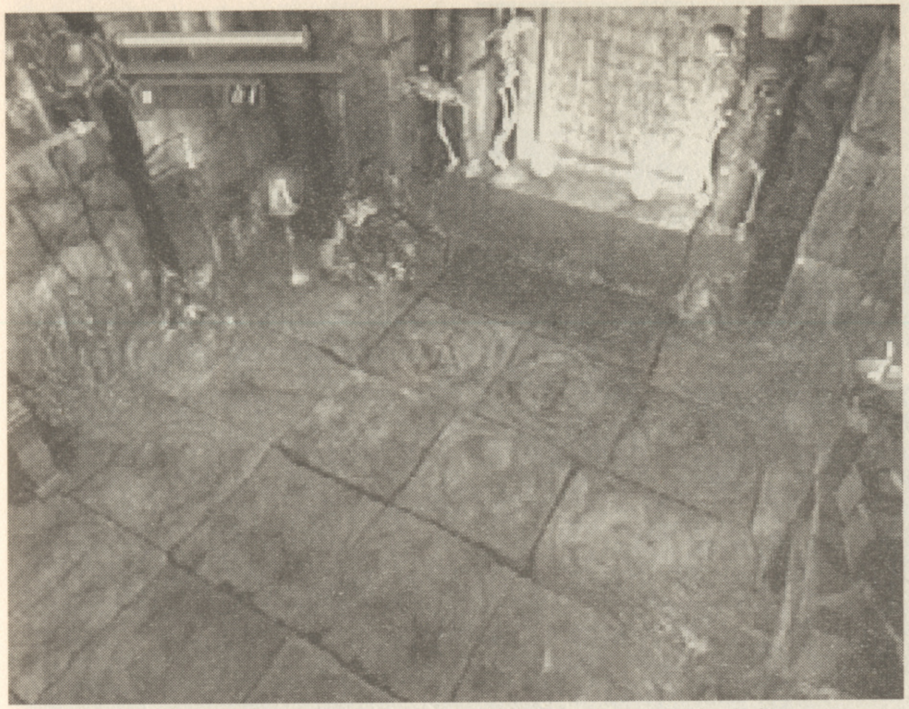
Get the Herb from the soldier and use the rope ladder on the opening in the wall after you have moved down the corridor. Climb down and frag the demons that dare to cross your path as you move forwards to the door. Save your game at the magic mirror and take some time to enhance your herbs. The solution to the treasure box puzzle here is 6th choice, 1st choice, 4th choice and then press ok. Use the jewel you are given.



Go down this hallway and smash the crate to get some medicine. You'll need it because through this door is the first boss. Go through the door that isn't locked by red magic to meet him. This guy will hurt you if he gets a hit in, but he's so slow. Just stay clear and every few swings he'll pause for breath, get in here and hit him once, then duck out. If he charges and hits, use your medicine to cure. When he's dead, suck up all the souls.

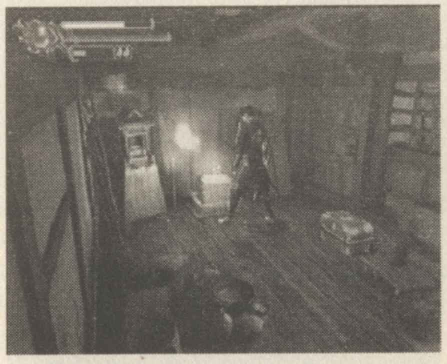


Go through the door that he clears and get the journal, then go through the iron door and smash open some urns to get a Flourite. Mess up the demons that rush you and go through the next door to meet Guildenstern. He'll send Reynaldo to sort you out but he's a doddle to kill with basic slashes. Make sure you stab him when he's down.

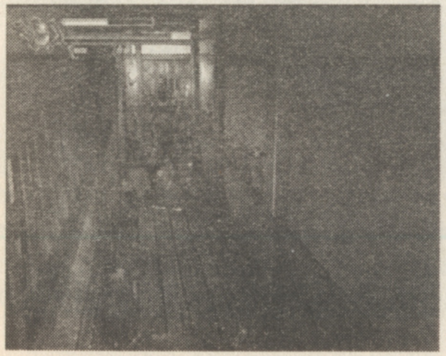


When he's dead get the Fire Orb from the left of the altar. Now go back to where you fought the first boss and get the souls from his fast disintegrating body. Kill the floating blue skulls for extra souls. Equip the Enryuu and unlock the doors blocked by the red magic. Now go back to the courtyard and through the gate on the right.

Go through the small door to the left of the big one and replenish your magic from the magic fountain. Get the Map from the chest and save your game. The guy who drops down at the end of this room is only of use when you powered up your blades to level two so you can enter the Dark Realm. That's for later. Go back out and through the double doors.

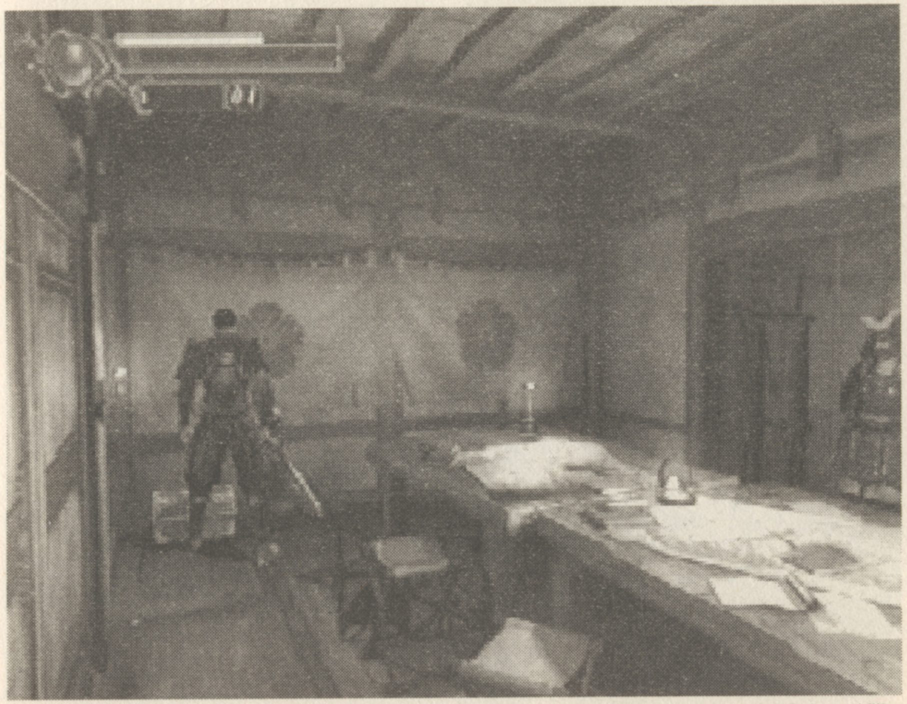


After the cutscene open the chest to get some Normal arrows. Go through the next door on the right and to the end of the room to get Journal 3 from the chest here. Go back and waste the demons that now infest the previous room. Run forward till you see a door with a blue lock. Keep going till you get a cutscene and then go through the wooden door at the end of the hall.



Kill all the freaks here and suck their souls. Go through the door under the staircase to get to another puzzle box. The solution is to turn them in this order – left once, right once, left once and right twice. There you go, have a Bow on us. Go to the pit in the middle of the room and get the Suzaku from the end.

Go back out and up the stairs to get a herb from the chest and a Flourite from the cupboard. Go upstairs to play fisticuffs with more demons. Go back to the stairs and through the door to the right. See that pit identical to the other one? Examine the bucket to get a jewel - now use it. Leave this room and equip the bow, then go through the grey door to have a pop at demons that are attacking soldiers. Save them and get a herb and jewel as a reward.

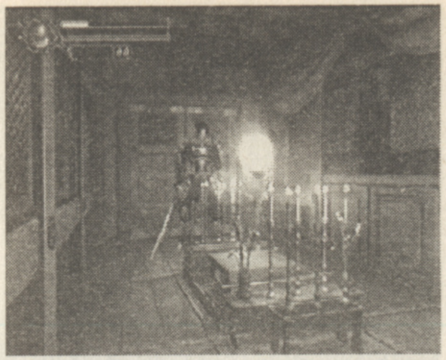


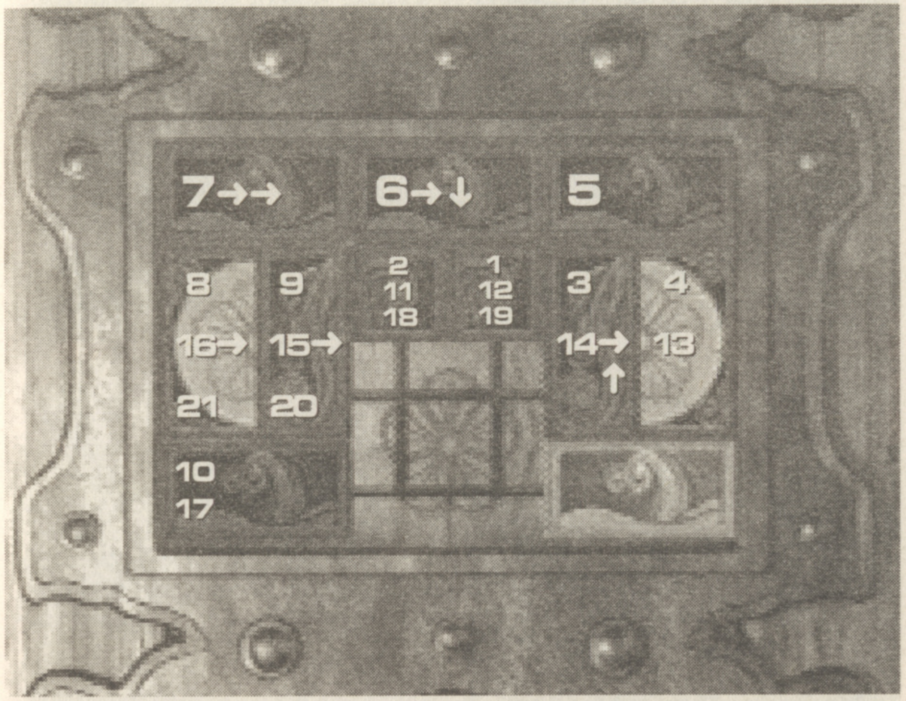
Go down to get the prize then back up and through the double doors with red orbs on. Kill creatures in the courtyard until your Kouen is upgraded, then open the red orb door if necessary. Get the Right Crest Piece and a Red Book in here, then get out and go through the grey door. Follow the catwalk round and go through the other red orb door.

Smack the demons here before they get up from the holes. Waste the big guy at the end of the room and go through to the next room. Smash the crate to get more arrows and go up the stairs to get a Flourite. Save your game. Enhance your herbs and the Enryuu. Go back to the stairs to get some arrows from a chest and the Byakko. Save your game.

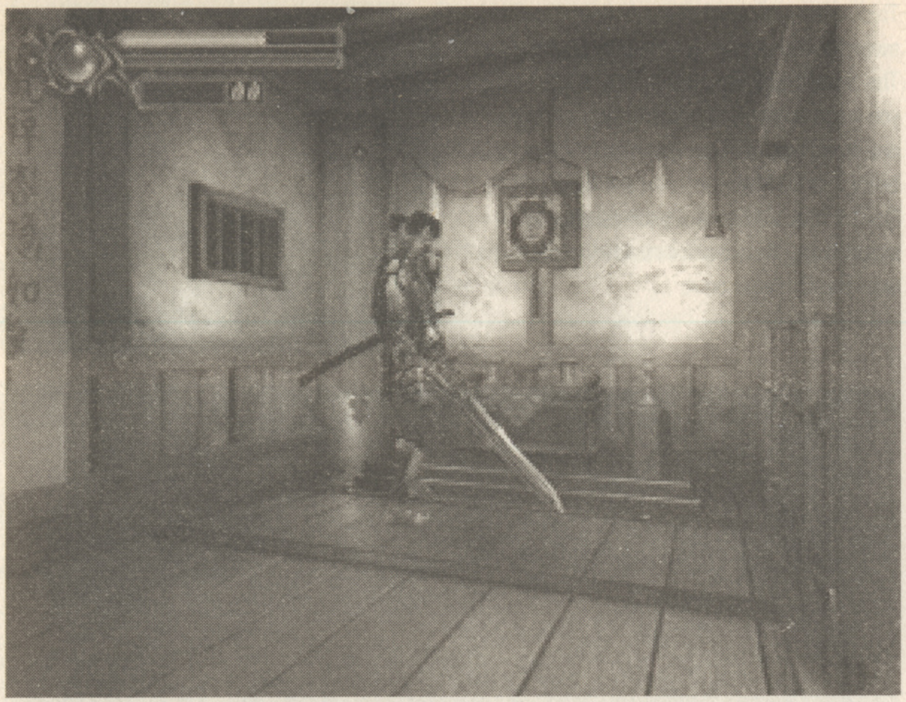
Head through the door and wait for the cutscene to kick in. You may seem trapped now but don't panic, we'll get you out of it. As Sam pull the lever, then as Kaede pull the right lever in the next set, then back as Sam again pull the left one. Now as Kaede pull the far left lever in the next set. As Sam get the Holy Armour from the chest to the right. Equip it and pull the right lever. As Kaede open the door.

This room is dark, so fire off your flaming sword to light it up. Now head for the door. The floor in the next room is a puzzle. What you need to do is alternate between Sam and Kaede to step on the X or + squares. X breaks in an X shape, + in a + obviously. Don't break a square if your partner is stood on it. You have to reach the platform with the O shape on it.

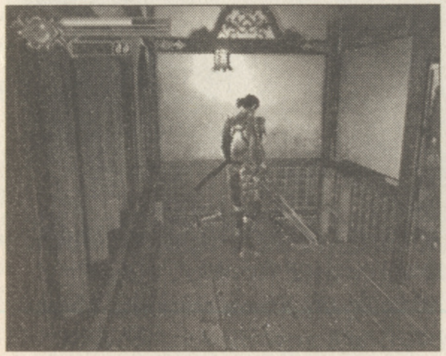




Now for an annoying bit. Enter the door and after the cutscene you will get trapped in a puzzle room with rising water. Hit the controls on the right to activate the puzzle. It'll take about 20 moves to complete this sliding puzzle – you need to get the yellow orb at the bottom of the block. Basically move the blocks in the order numbered on the picture here.

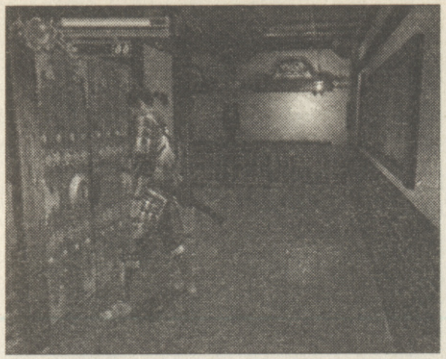


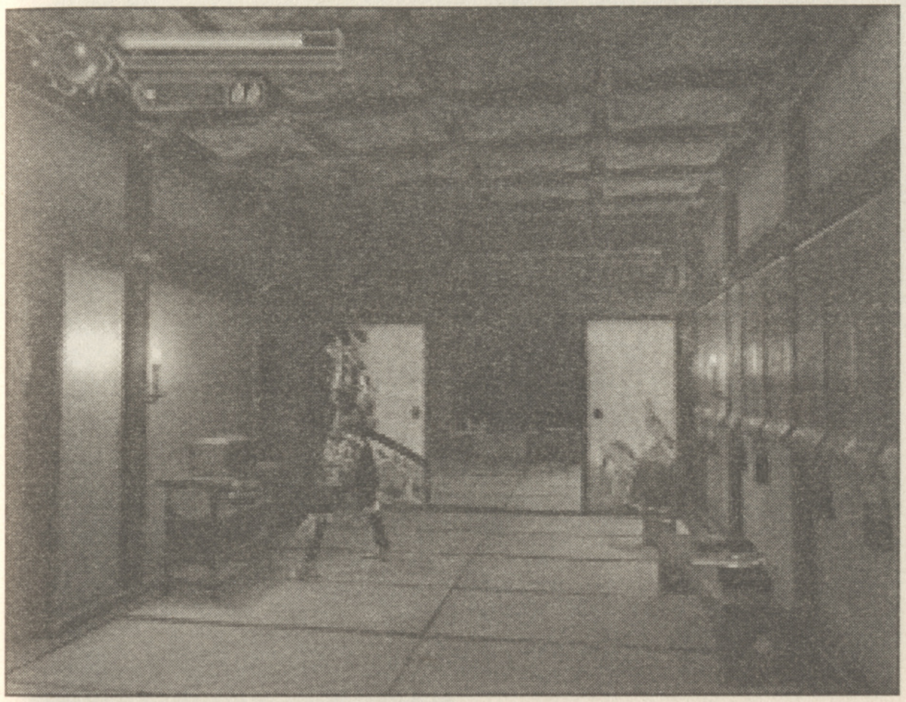
Ok, deep breath. Go through the door on the left and examine the altar at the end of this corridor. Pull the silk tab to free up all the traps you just went through - in other words, you are free to go back and save your game again if you want.



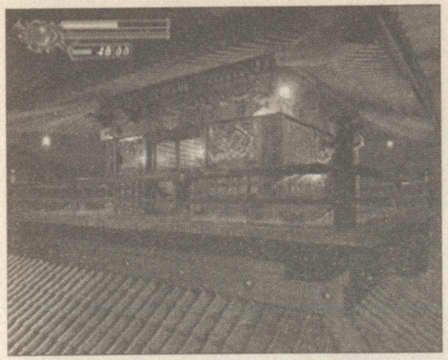
Go upstairs and climb down the ladder you find. Go round the corner and take the next ladder down. Move forward to get a treasure chest. Go back and unlatch a door, then go back up the ladder and round to another ladder where you go down.

Get the L Crest Piece from the treasure box and have a look at the paper on the left hand wall. Swipe it with your blade to get a journal. Now go back up those two ladders and place both Crest Pieces in the door.

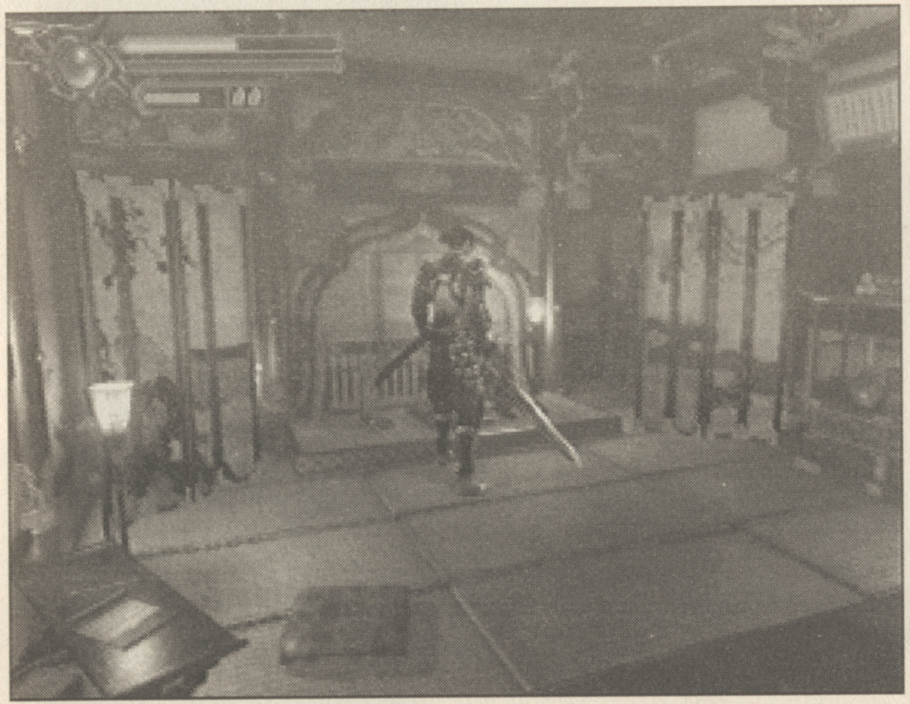




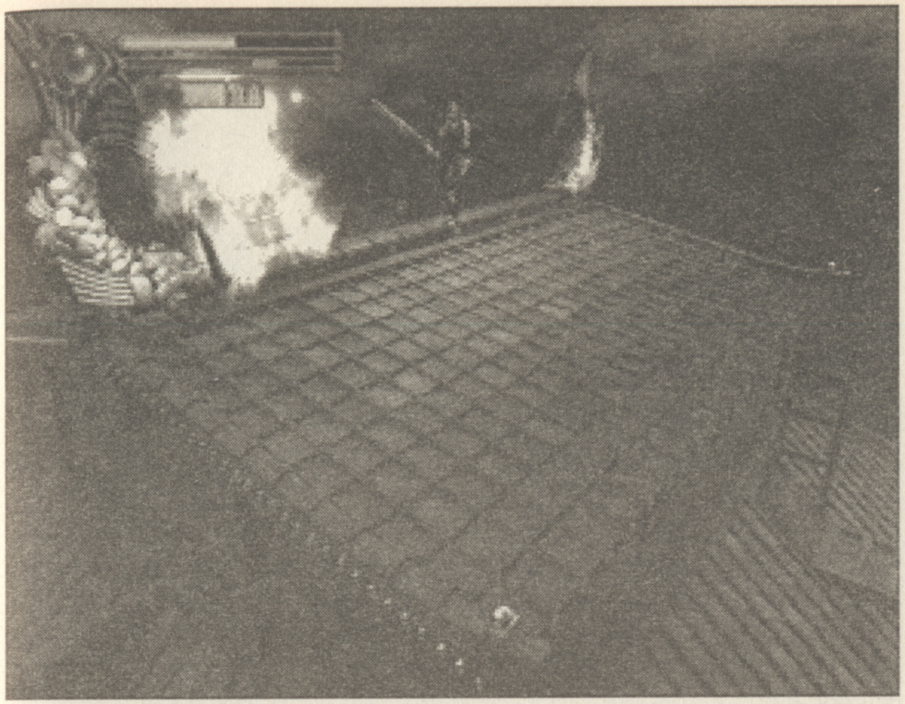
After the cutscene go right to grab the Seiryu, in the box opposite is a Flourite. When you have both go through the door. Get the Suzaku on the floor and hit your block button. Move towards the screen and get ready to jump. Once you regain your nerves kill it.



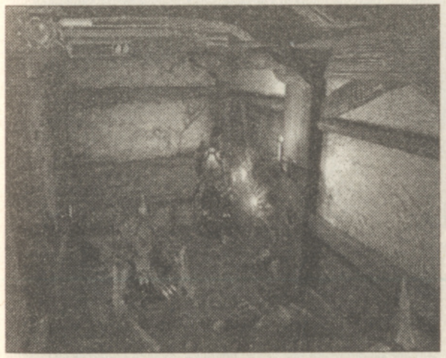
Go through the door and get the arrows from under the staircase in the treasure box. Go up the stairs to hear someone screaming. Slug it out with the ninjas, remembering to suck their souls. Go through the doors to get a Seiryu and some medicine from the chest. If it's giving you medicine you know there's a boss battle coming.



Slash the screen here and suck some more souls. Slash the other screen to reveal a secret passage. Save your game and enhance your weapons. Go up the ladder to the roof to meet Marcellus.



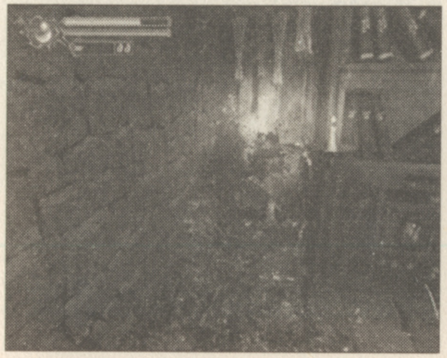
This guy can block most of your attacks so you need to wait for him to come in and hit him with the thunder combo. The only move of his that you can't block is the swing from above. So keep blocking and using magic – switch to another weapon if you run out of magic on one. Keep sucking souls as they appear to get the wind orb.

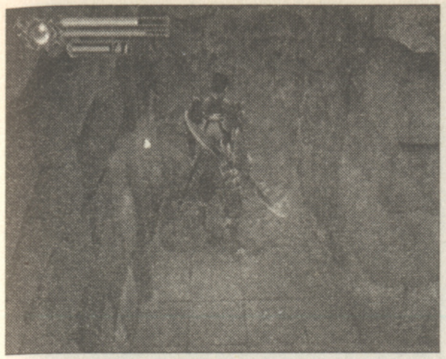


Climb back down and save your game now that you have your flash new weapon. Go through the double door and use the wind orb to open the next door. Now sit back for a cutscene. Backtrack all the way to the door locked with the green magic to get some burst bullets.

Go back to the main keep and save your game while you enhance the wind orb. Go out and through the grey door – take this chance to stock up on souls by slashing demons. Now use your Raizan to unlock the door at the end of the hall. Carry on until you reach a dead end with an altar. Equip all your swords one at a time, then examine the altar to reveal a secret path. Go downstairs.

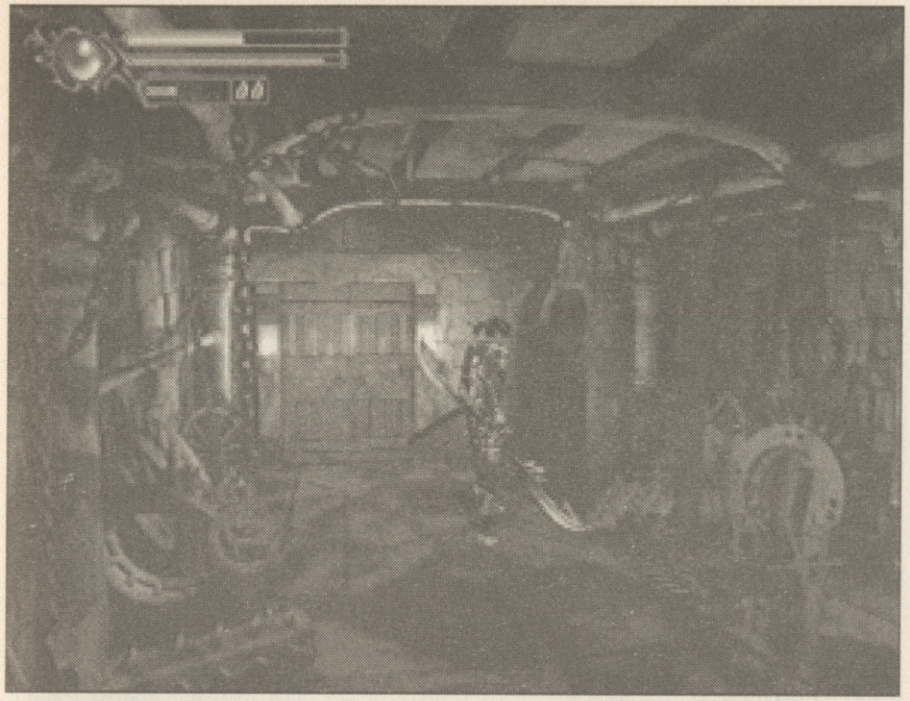
Carry on down the path, ignoring the door and taking the branch to the right. Go through the door and save and enhance – make sure you do the Arashi. Take the herb from the chest and keep going until you reach some tentacles. Hack em and suck their souls. Kill Reynaldo in the next room and take the Byakko plus the green and orange boos. Then go in the next door.





Kill the Reynaldos in the hallway and go round the corner to reach a grey door. Go through and head right to get a Underground map from the treasure box. Slash the weight to cause an item to appear. Grab the Rosary of Communion. Go out and find the other grey door. Go in to find a treasure chest and lots of candles. Get the Purifier Bell and leave the room, taking care to avoid the razor blades.

Head back to the start where you branched off right and use the bell on the wall with the floating souls. They will clear allowing you through to the next room. The three Samurai in the cases will attack you so be ready. When they are dead and soul-sucked go round the corner and get a Flourite from the end of the corridor. Go back to the door at the corner and go through it.

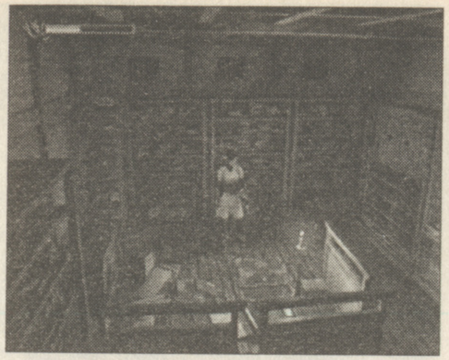


Ignore the door with the green locks for now and fight your way through to the grey door at the end of the passage. Go through and slash your way through to get a herb and a White Book from the treasure box. Go back to the green doors – if you haven't enhanced the Arashi enough, do it now at the last save point. Go through the door to the dead man with a cloud by his head. You can talk to him with the Rosary. Get the Byakko and Apocalypse from the chest. Get to the trick chest and turn the middle bit, the right bit and the left bit to get the Blue Key.

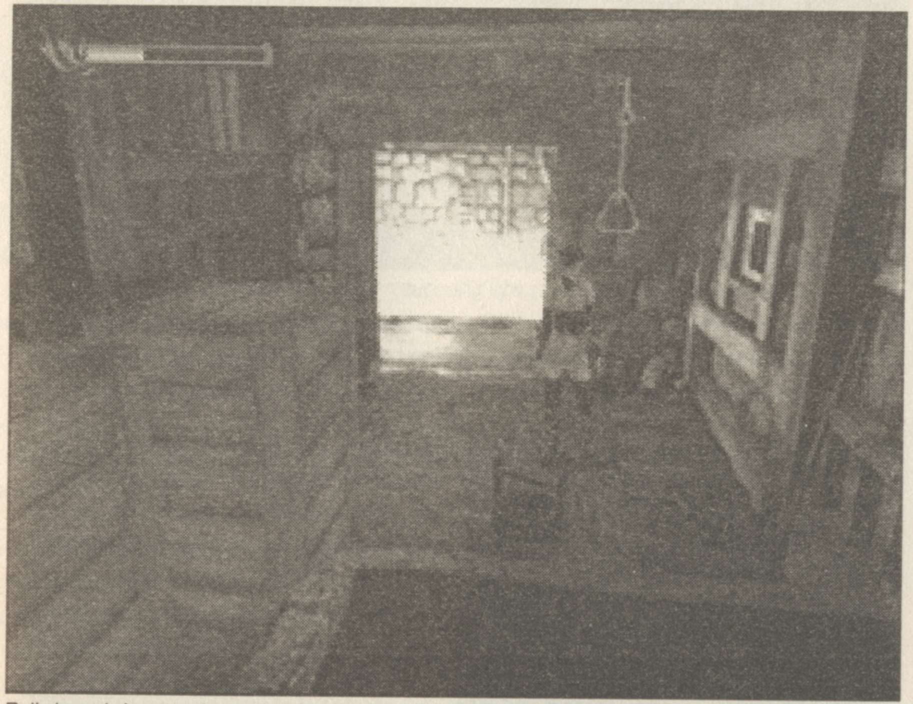
Go back to the locked door to use the key after you have retrieved a Flourite from the Iron Maiden here. You will now control Kaede. Try to exit the room where you are to get a cutscene where a soldier will give you a red key. Go to the courtyard and through the green door. Use the red key on the wooden door and keep advancing. When you get to the archery range kill the demon attacking the soldier. Then go up and kill the archers.

When you hear the sigh go back down and get your reward – the Soul Absorber. Go through the door before the ladder. Avoid the ninjas and carry on through the next door. Get the Kunais and hit the save point and treasure box. Choose these to get the contents – 5th choice, 7th choice and 2nd choice.

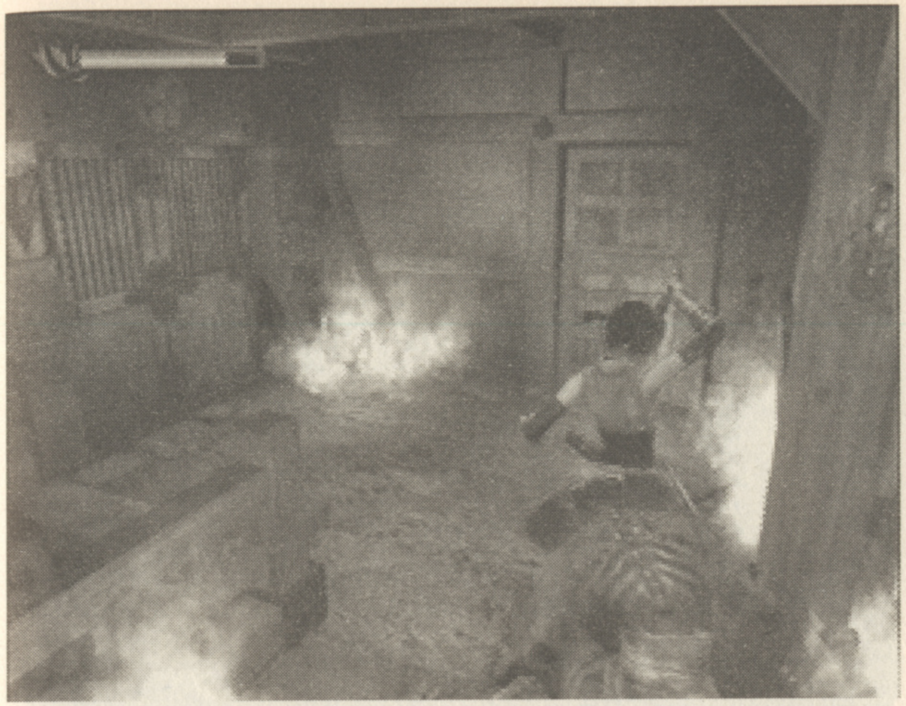
Go through the door and get the Gear from the soldier. Go back to the archery range and climb the ladder – go through the iron door and down the next ladder. Ignore the red magic door and head for the save point. Open the chest to get another map, then use your Shinobi Kit on the door to the left of the mirror. Fight your way through the demons and take the left hand door when the path branches.



Get the herb from the chest and the journal from the other. Get the Suzaku from the shelf and examine the cupboard on the right to find the gear box. Use the gear and pull the string to reveal a secret passage. Get the Flourite from the statue and open the chest for the silver plate. Get the Byakko next to it – go out and through the right hand door in the corridor. Dodge the flames from the furnaces and aim for the top left of the room. Pull the tab and a door will open. It's a bit of a race to get through it.



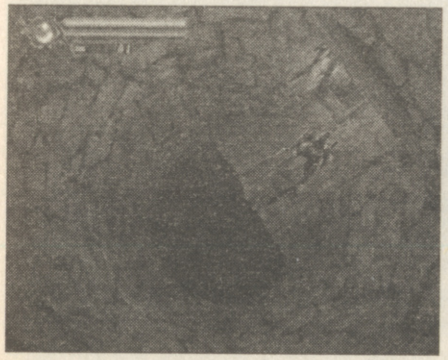
Pull the tab here to keep the door open and get the gold plate from the wall. Get it and run back to the food storage room to save your game. Go back to the gate that needed two plates to open it – it's next to the room where you got the power jewel from the trick chest. Use the gold plate on the left and the silver one on the right. Go through the door then the door on the right while avoiding the flames. Get the Flourite by the stairs and go up them for a trick box. Turn the middle bit once, the right twice then the left twice for a Sacred Knife – Kaede's best weapon.



Go back to the burning hallway and slug it out with some demons. They may end up killing themselves in the fire. Go to the end of the hallway till you see a room full of jars. Kill the blue ninja and smash the jars to get a chest. Get the Kunais and the Genbu from the bench. Go back to the entrance and down the stairs on the left. Hack through the tentacles and move till you see a violet cell. Examine it for a cutscene.

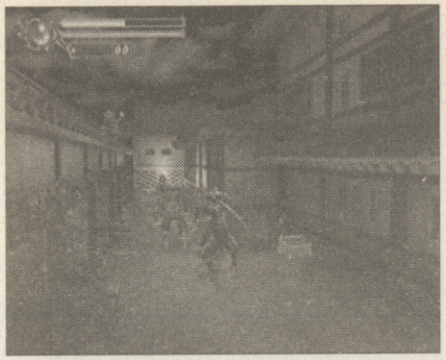
This isn't a boss fight – you can block all of this guy's attacks but be careful because he hits you hard. Wait for him to swing before countering his attack. After a short cutscene you'll be back to playing as Sam.

Move forward and save your game. Use the jewels you've been collecting and take the medicine from the chest. Enhance items and weapons – you've guessed it – boss battle time. Move forward. Stylado can block nearly everything you do. Keep holding block and wait until you see his arms glow – then hit a magic attack. Switch blades when one runs out of magic. Suck the souls that come out of the walls and Stylado when you kill him.

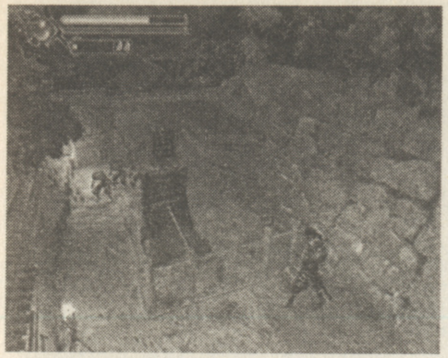


Move through the opening where the forcefield was and follow the path to get an evil plate from the chest and a ladder from the box. Go to the end of the path and get the jewel if you cut the bucket earlier. Use the ladder and climb up. Go to the door of the Keep and use the Evil Plate on the door with the weird blue lock to get through it. Time for a top cutscene. Go back to the main keep room and save your game. You will now get a chance to go to the dark realm if you have four medicine and three herbs. It will make the final boss a bit easier but you don't have to do it.

Head out of the Keep and go through the green door, slaughter anything that gets in your way and go through the next door. Use your bow to take out the guy on the roof then use your Enryuu to take out the ninjas. Go for the double door with three magic locks on it. If you need more Shiden then take out some more ninjas and enhance at the save point. When you're ready go in with Raizan at the ready.

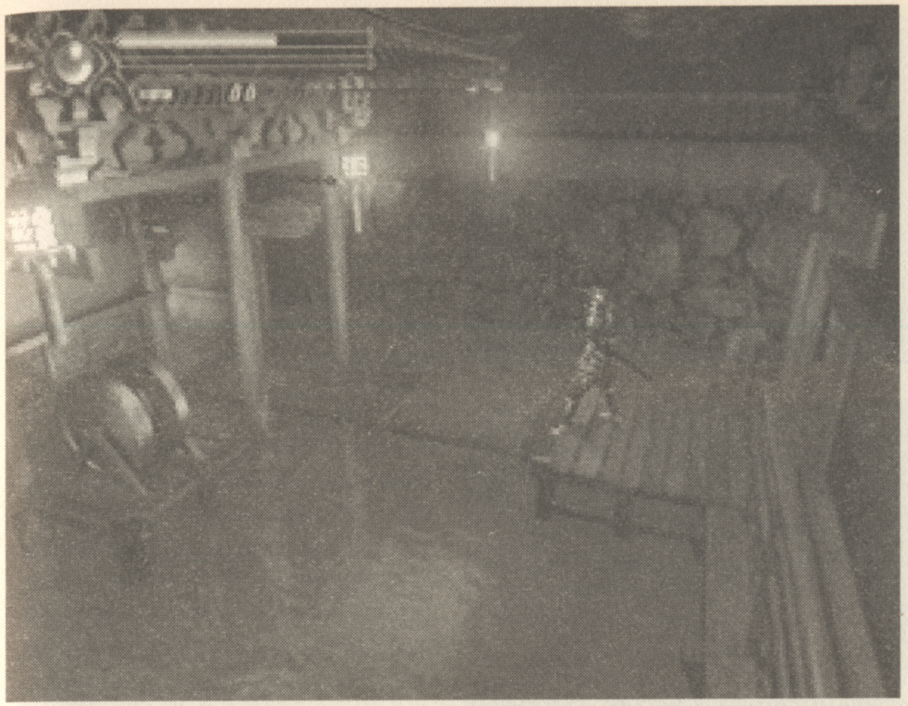


Get in front of the soul shrine on the right and suck the souls. Get the Vision Staff from the treasure box and the Genbu on the table. There is a Flourite next to the door. Go to the archery range – the well on the way is another way into the Dark Realm. Go up the ladder at the range and go through the door to climb down. Save the game and enhance the Kouen. To the right of the ladder should be a door with three red locks on it. Go for it.



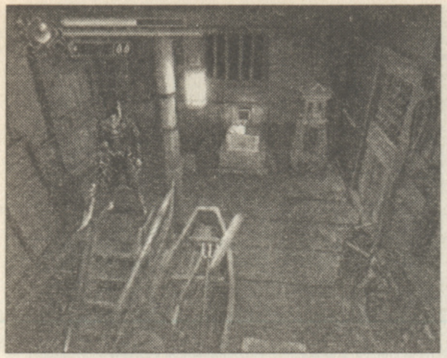
Follow the path and kill the soldiers by attacking the catapult. Get the Flourite and go through the door. Kill the mini boss by using magic on the demons. Use the Shippuu on the small guys, then kill them with the Enryuu, then use your mighty Raizan on the big guy. Get the Statue's Head, Bullets and Decorated Sword from here. Use the head on the statue you passed earlier to get the Matchlock. Equip your bow and exit, taking out the demons that are trying to snipe.

Go back to the grey door that was locked at the start of the game. Kill freaks to help the soldier out. Go to the new path and use the Decorated Sword on the plate. Step through to the water Garden. Follow the path to a door with two wind crystals on it. Don't go down the left hand path though. Equip the Shippuu to open the door. Follow the path to a dead end and equip the Matchlock and fire a burst bullet to release a bridge.



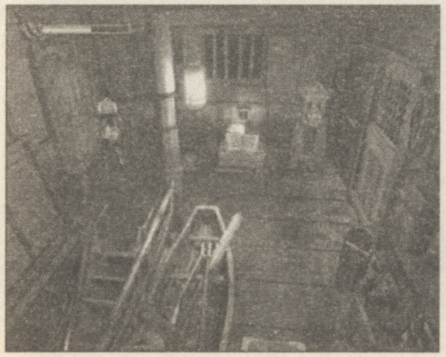
Cross the bridge and get the bullets from a chest. Slash it for another talisman, now head back across the bridge and go left to reach a door for the journal. Go through it and go over the bridge, killing demons as you go to reach a shack on a pier. Get more bullets and a Genbu from the shelf. Go to the next building for more bullets. Go up the ramp to the roof and hit the archers. Get a Flourite, a Magic Jewel and a Soul Absorber. Use the jewel, then head back down the ramp.

Use the Shippuu to open the door behind the ramp, kill the ninjas that come out and go left through another door. Kill the cloaking demon by blocking and waiting and suck some souls from the shrine. Walk to the middle of the bridge to lure the samurai across. Then run back and slash the ropes to get his soul. Kill the other samurai and go behind the waterfall for another puzzle chest. Turn the lower left once, upper right once, lower right once, lower left once and the lower right once to get Great Armour – then equip it.



Go left for a magic mirror room to save and enhance. Get the medicine and jewel from the chests. The next puzzle gets you to figure out which container is used to fill a gauntlet of souls. Don't figure it out, the answer is the DragonOrb. Choose the 3rd and 6th choice, hit ok and you're sorted. Save the game and go downstairs. Get the Flourite and board the boat for the other side of the turret. Enter the door and go to the end for the altar. Get the Great Bow and watch the cutscene.

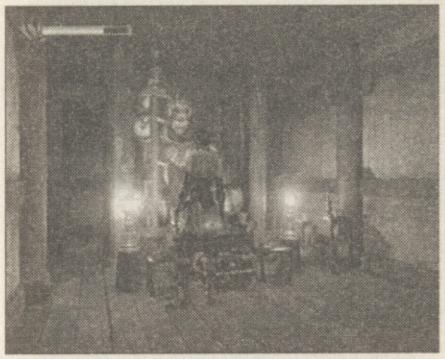
As Kaede kill the monster and run forward. Take the left hand path and pick the lock at the end to go through the door. Move on and head right to go through the double doors. Get the herb and the Flourite, then move on and slash the urns to clear a path. Get Apocalypse 2, leave the room and go along the path. Avoid the monsters in the water and go through the door. Go through the waterfall and to the mirror room.



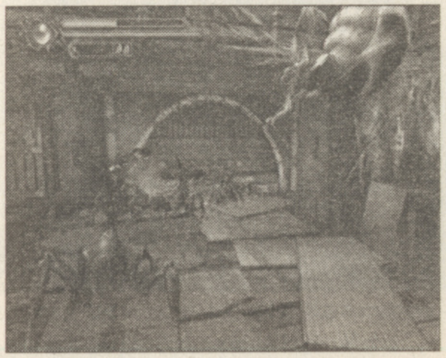
Save your game and use the Shinobi kit on the door. Avoid the demons and go through the door. Swipe the screen and get the arrows from the chest. Go for the door and smash the urns to get the Kunais. Follow the path to the right for another door to a magic mirror room. Go up the ladder to get a Flourite hidden by some crates. Get the Genbu and herbs as well. Climb back down and go through the double doors.

Block the archer attacks and waste them as they reload. Turn left and enter the door after the double door. Get the herb, the Flourite and a Suzaku, then go up the ladder and round the corner for a trick box. The solution for this one is left twice, middle once, right twice and middle twice to get a Decorated Arrow. Now go back down the ladder and go back to those double doors you ignored earlier.

Run behind the statue and swap the Decorated Arrow with the Great Arrow. Get the green key from the chest and get out of here. Go to the other end of the U-shaped room you were in earlier, through the green key door and down the ladder, cross to the island and examine the door to get a cutscene – and get ready for yet another boss battle. This time it's Hecuba.

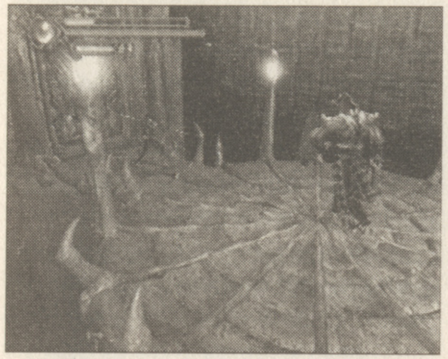


You can block most of Hecuba's attacks, but the trick is swapping between weapons at the right time. Use the Shippuu to wipe out the drones she unleashes on you – use the magic when you can. Then use the Matchlock to fire burst bullets at her. Repeat till she's dead. Easy. Time for another cutscene and the final sequence in the game.

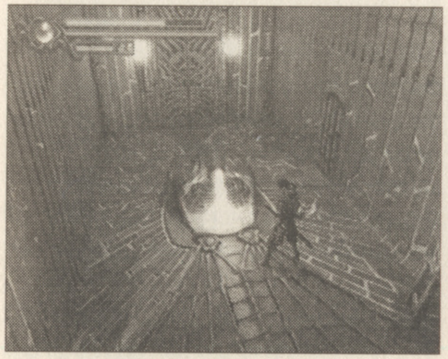


Go out of this room to save your game. If you have the health recharges now could be a good time to go to the Dark Realm. If not, we can just slug through this the hard way. Go to the entrance to the Evil Realm that's blocked by the forcefield and the plate. Use the Great Bow to frag the plate giving you access. Go through for yet another cutscene.

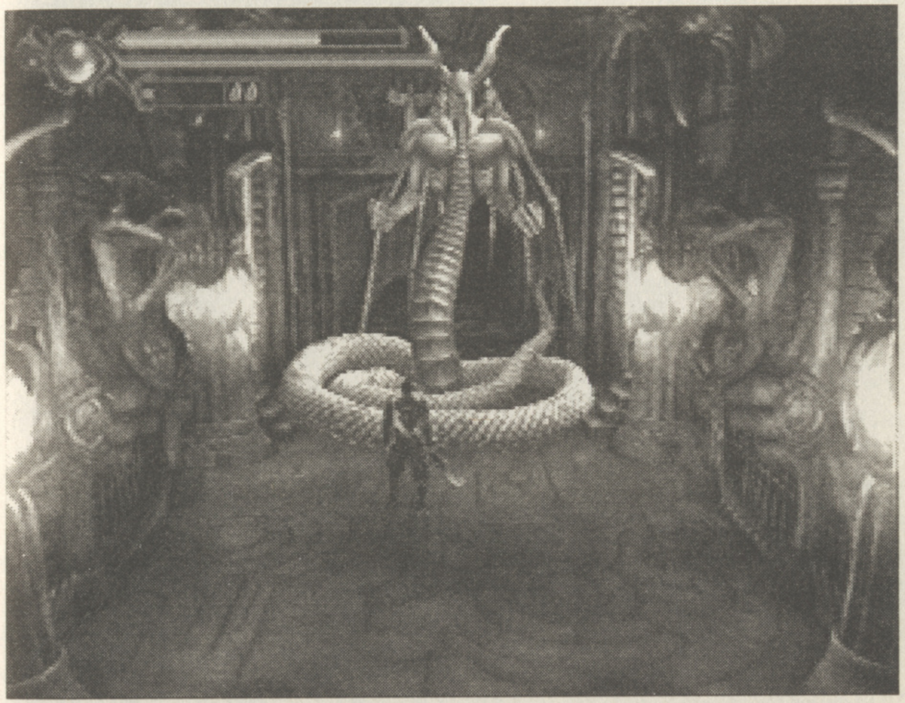
You now have to fight a new and improved version of Marcellus. Keep blocking and when he backs off hit him with magic. After a few hits he will drop the sword and grow blades out of his hands. Keep blocking and countering to beat him with relative ease. Use a herb or medicine to keep from dying though. When he's dead go for the door and get some medicine from the chest.



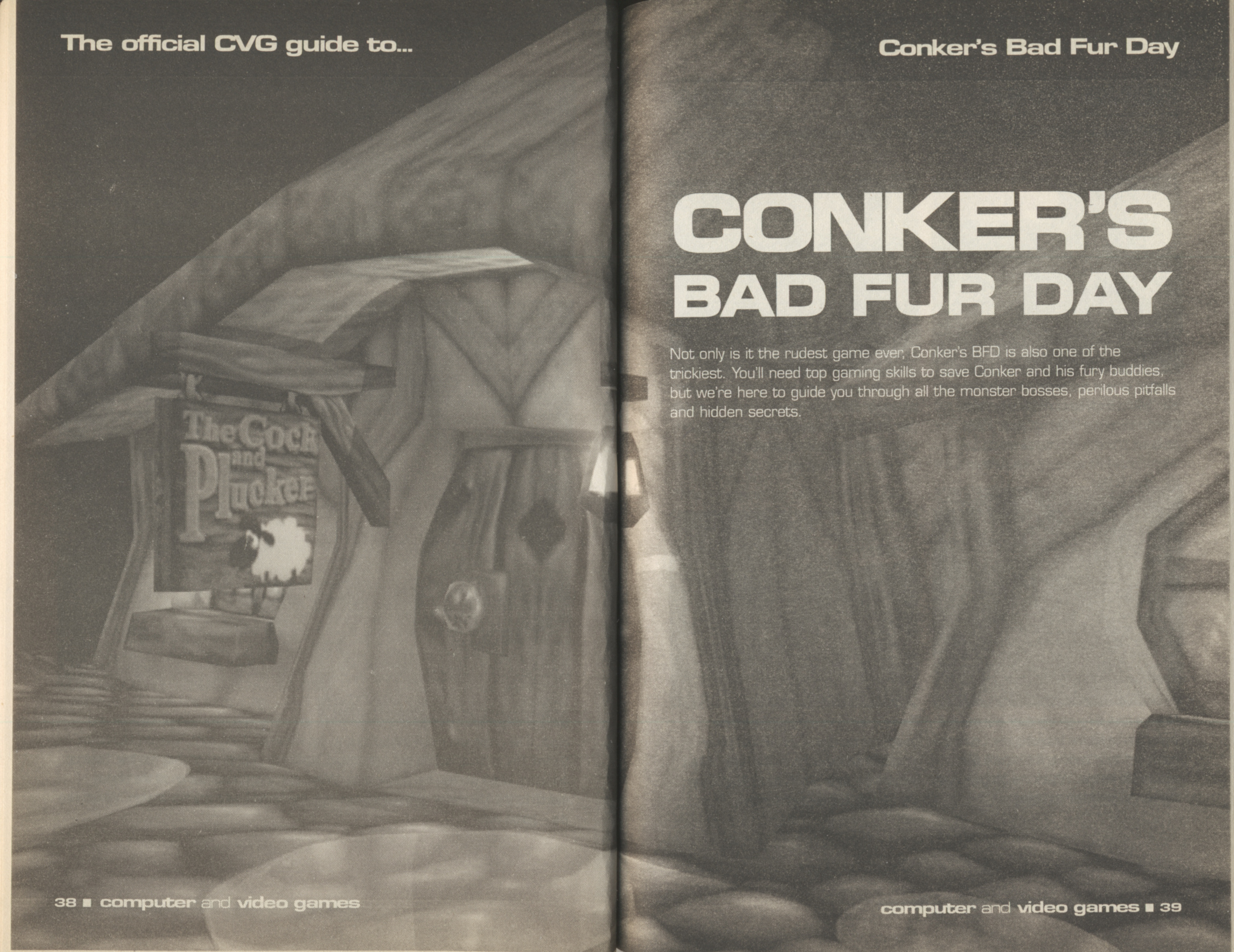
Go on to the fountain in the middle of the next room and save your game. If you've survived 20 levels of the Dark Realm you can play the Bishamon Ocarina here by the fingers in the walls. They will open allowing you through to examine a skeleton and get a big sword. If you haven't done the realm don't worry, you can still finish the game without the sword.



Use the save point to enhance all your herbs to medicine status as the final battle is near. If you have the souls left, enhance the arrows to fire arrows and the burst bullets. Take the Dark Realm map and go through the door. Carry on down the spiral, fighting as you go. See that big door ahead? That's the final boss through there.



Fortinbras – if you have the Bishamon Sword: Easy – get in close and slash like a maniac – use the magic when you get a chance. When you see purple dots appear back off and block. If he grabs you mash the buttons to get released. If you don't have the Bishamon Sword: Get in close and hit him with magic, switching swords when they run low. Back up and block when you see the purple dots. When your magic runs out on all the blades switch to the Matchlock When that runs out, try the bow with the fire arrows. Watch him die – game over.

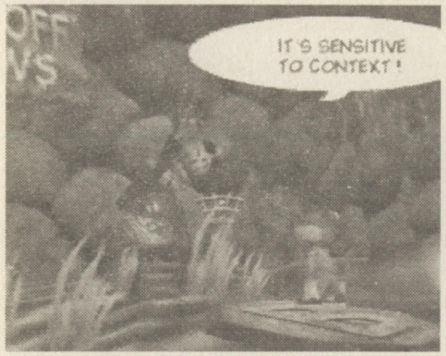


CONKER'S BAD FUR DAY

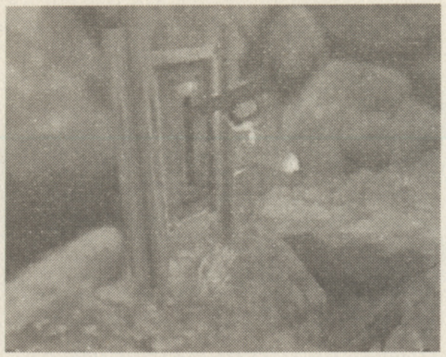
Not only is it the rudest game ever, Conker's BFD is also one of the trickiest. You'll need top gaming skills to save Conker and his fury buddies, but we're here to guide you through all the monster bosses, perilous pitfalls and hidden secrets.

HUNG OVER

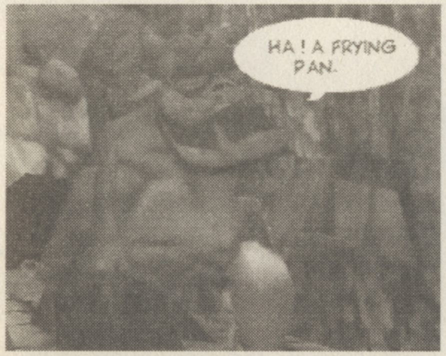
Conker wakes up far from home with a sore head and a thumping hangover.



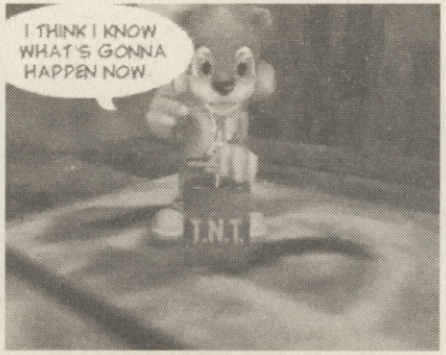
Stagger over to the vegetable patch on the left. Talk to Birdy to learn all about the Context Sensitive B Button pads. Keep pressing B and give Birdy all the booze. When Birdy falls asleep go back round to the other B Pad.



Press B to get a hangover cure. Jump into the water and swim across. Hover over the gap. Continue climbing up the left side of the canyon past the locked door. Leap up and pull the silver lever.



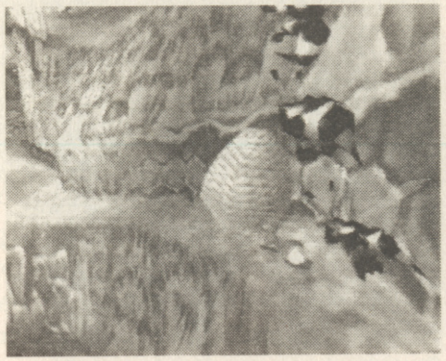
Now go back through the door and use the frying pan to hit the bouncing key. Leave the room and head back up the canyon and across the bridge. Whack the gargoyle with the pan to send him tumbling.



Press Z and C to crouch-jump on the boulder at the end of the bridge. Hover-jump over to the ledge on the right. When you see the light bulb press B to blow up the boulder. Exit through the hole.

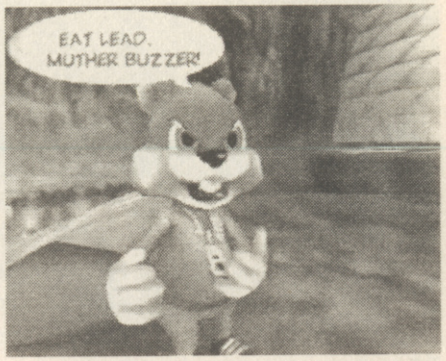
WINDY

Save the Queen Bee's hive from the killer wasps and give the dung beetles a nasty wake-up call.



Head down the hillside and go and talk to the Queen Bee. Go up the hill behind you in the direction of the 'Nasty' sign. Run up the honey path and pick up the hive. Run back down the hill as fast as possible.

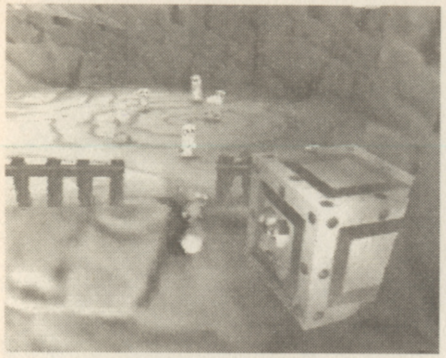
Birdy will appear and sell you the manual. Press B to read it and learn how to use the catapult. Fire the catapult at the dung beetles to clear the path ahead. Walk up and take the right hand path, rather than the smelly path.



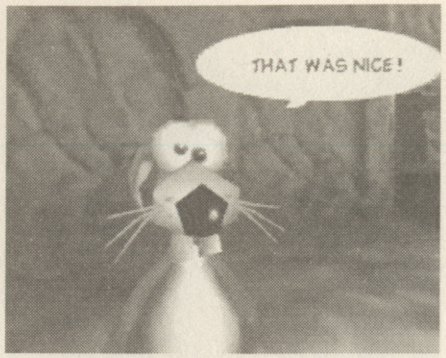
Watch the cut scene where Conker blasts the wasps and the Queen Bee gives him his first $100. Look at those squirrel eyes light up! Now cross over the bridge and stand on the B button pad.

BARN BOYS

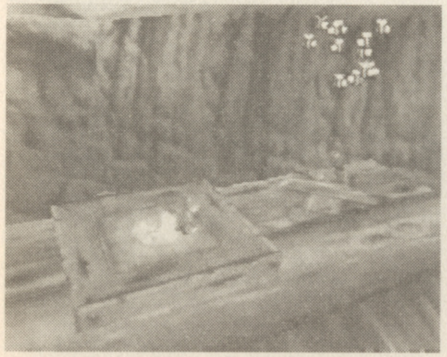
It's time to get down and dirty with the country folk. Prepare to meet an exploding mouse and a suicidal pitchfork.



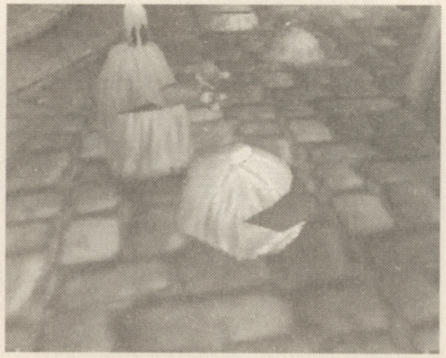
Talk to the two crates at the right side of the barn. Climb up and walk round to the cheese pen at the back. Talk to Burt the Block who will open the gate to the cheese pen. Whack one of the cheese pieces with the pan.



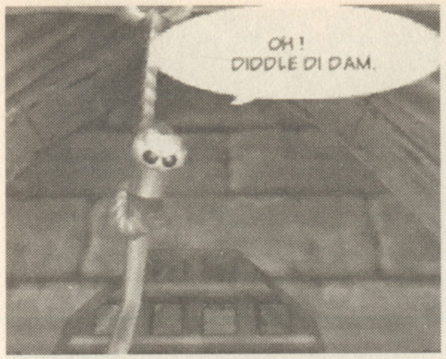
Carry the cheese down the slope, dodging the bouncing blocks on the left. Go fast or the cheese will escape. Give the mouse the cheese. Repeat, giving the mouse two more pieces of cheese to make him explode.



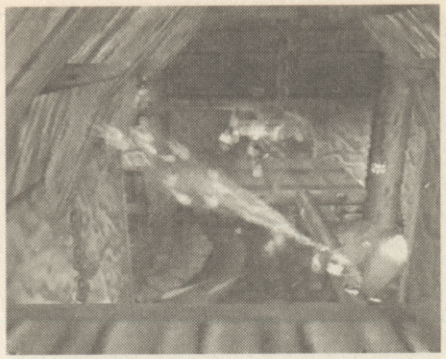
You can now jump on top of the boxes to reach the barn roof. Walk onto the lower barn roof on the right side and press the big square button to open the door below. Jump back down and go through the door.



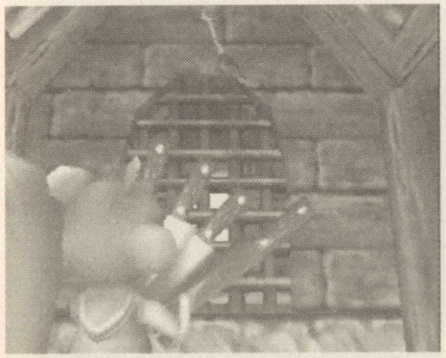
The barn is full of tiny bouncing haystacks. Go and talk to Franky the pitchfork. He'll get annoyed and attack you. Lure him over to the haystacks and jump around so that he stabs the haystacks instead of you.



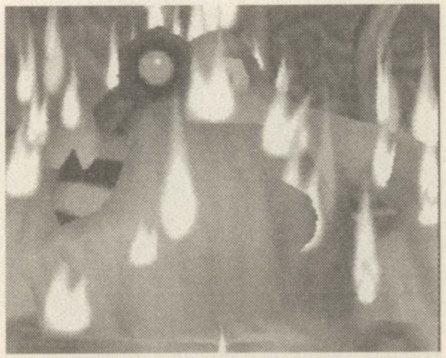
Keep doing this until all the haystacks are gone. Poor Franky will attempt to hang himself from the rafters. Pull the silver lever by the wall to open the door at the top of the barn. Exit the barn and go round the back.



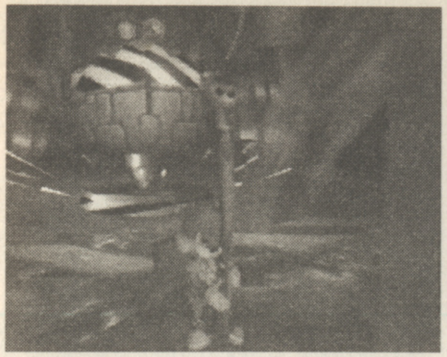
Jump on the large bouncing crate near the King Bee and climb onto the small ledge above. Enter the barn. Edge forward on the pole and press B when you see the light bulb to toast the bats. Go round to the left.



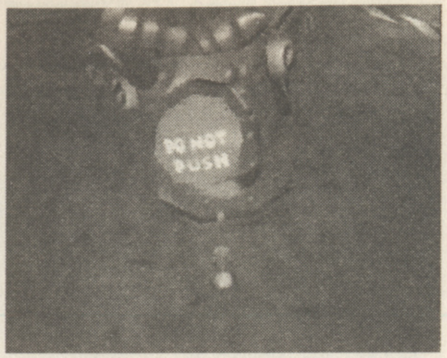
Press B when you reach the last platform. Throw the knives at the hapless Franky to cut him down. Edge your way back outside again, jump down and re-enter the barn through the main door. Go and talk to Franky.



Jump on Franky's back and aim for the giant haystack. Use the B button to attack. When you hit giant haystack twice he'll turn into Terminator haystack. Attack him one more time when his back is turned.

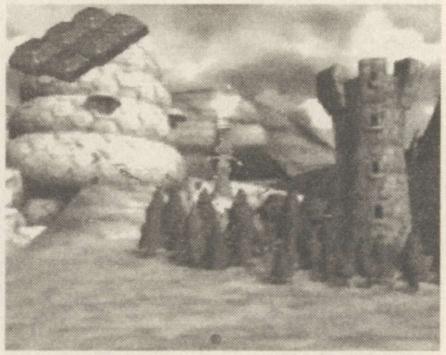


The floor will give way and Terminator will rise from the dead.Run in front of one of the sewage pipes so that he blows a hole in it with missiles. Then stand in front of the gushing sewage to lure him over.

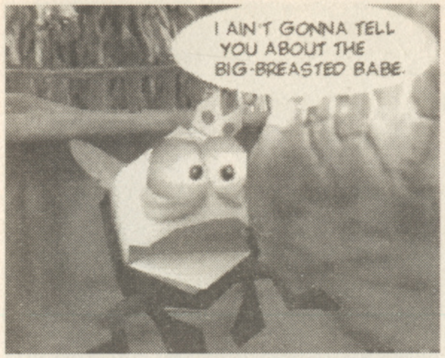


The electrocuted Terminator will turn round and expose a red button on his back. Jump up and press B to hit the button. Repeat this process two more times to finish the Terminator off. He won't be back.

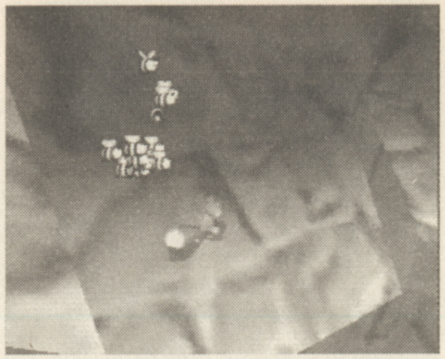
When the barn floods, swim towards the Exit. Climb the ladder, press B and throw knives to sever the three electric cords. Quickly swim across to the next ladder. Throw knives to take out the remaining three cords.



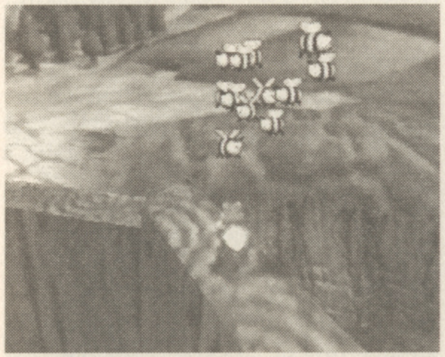
Swim up and out. Jump on the Monk's prayer book to fly up in the air. Hover left to land on a ledge. Exit and climb the ladder to the very top. Walk the plank and leap into mid air. Press B when you see the light bulb.



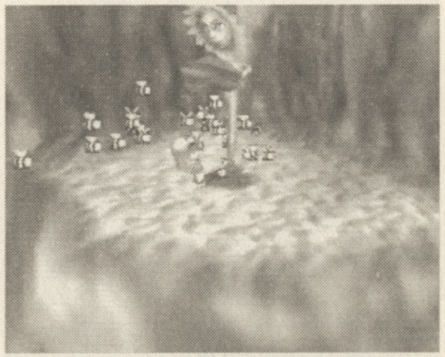
Head for the passageway under the barn and get the squirrel tail and cash. Go and talk to the King Bee and then the sunflower. Collect the first swarm of bees next to the King Bee and lead them to the sunflower.



The second swarm is to the right of the area entrance. The third bee swarm is on the rocks behind the cheese pen. Climb up onto the lower barn using the two metal crates to get the fourth swarm.



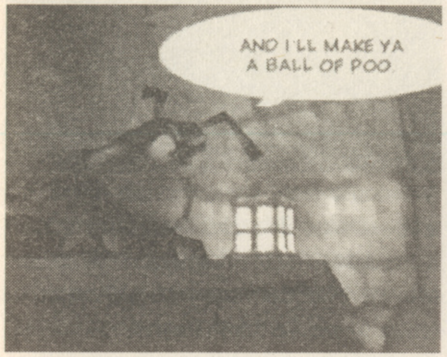
After leading the fourth swarm to the sunflower return to the lower barn roof and jump up to the main barn roof. Head right along the rooftop and climb the ladder to the top of the big vat. Walk left along the edge.



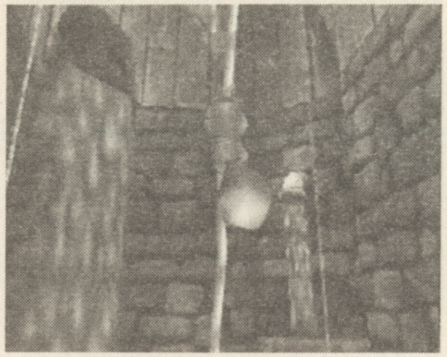
When you've collected the last swarm carefully go back down the ladder and lead the bees to the sunflower. The King Bee will come over and ahem, pollinate her. Bounce on her boobs three times to reach the cash.

WINDY PT2

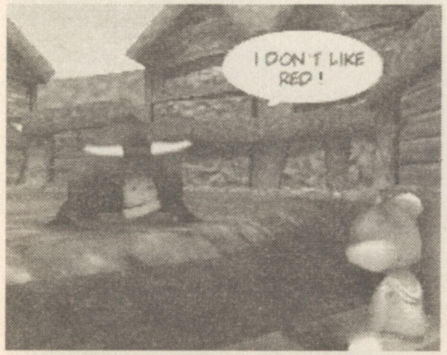
Get yer gas masks out, it's time to wallow in the smelly delights of poo mountain and kick a cow's butt.



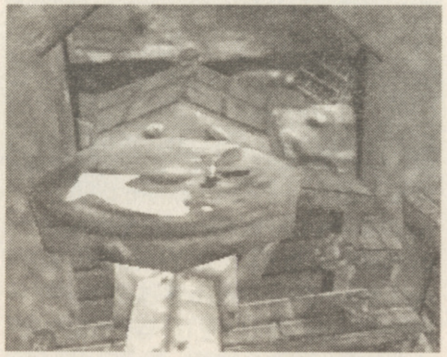
Exit the Barn Boys area and take the smelly poo-filled tunnel on the right. Enter the hut, watch the cut scene and talk to the dung beetle. He offers to give you a ball of poo if you can get the cows to start pooing.



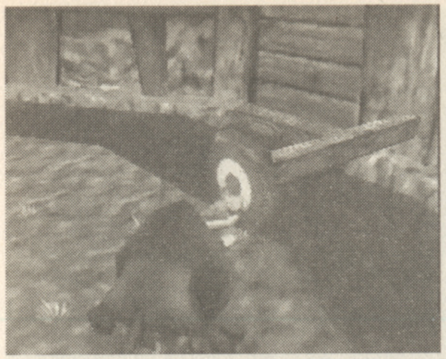
Press B to go through the trap door. Jump and grab onto the first rope and then swing and jump your way to the top of the vat. Use the C buttons to rotate the camera so that the ropes are directly in front of Conker.



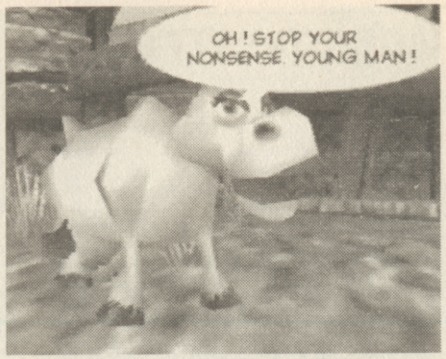
Eventually you'll reach a rope hanging over an open sewage pipe. Jump down and climb up the slope. Emerge in a grassy area with a large bull in the middle. Go round the side and avoid the bull for now.



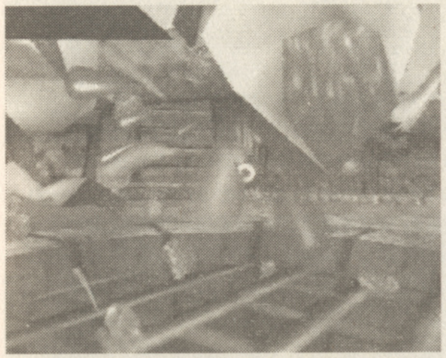
Climb up on the ledge where the poo balls are falling down. Climb across to the right and use a big crouch-jump to get onto the top of the roof. Walk across to the big metal disc in the centre. Run clockwise to turn it.



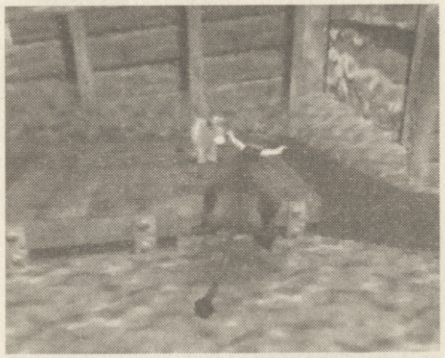
Prune juice will be released from the tap and fill the trough. Now you can jump back down and run in front of the target on the grassy area. The bull will barge the target and release a cow from the stall.



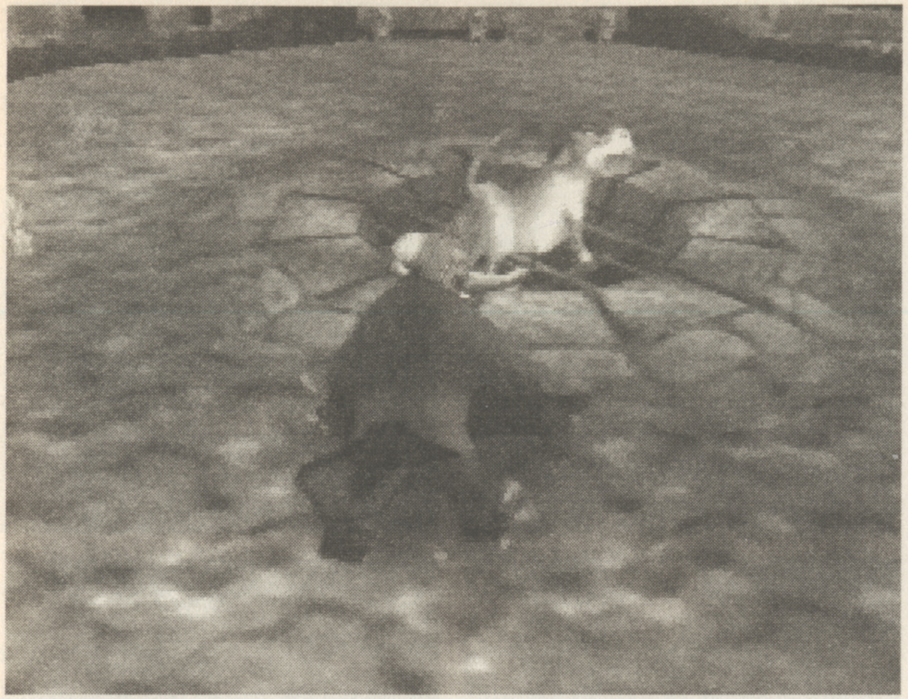
Hide behind the next target so that the bull will charge across and get his horns stuck. Jump on his back and ride him. Press B to barge into the unsuspecting cow. She will then go and drink some prune juice.



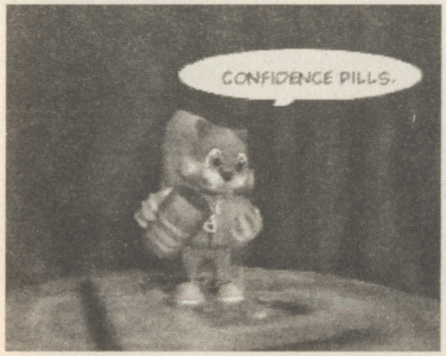
When the cow starts to poo down the grate press B to barge into her again. Try not to throw up at the disgusting spectacle! You now have to go through the same process with two more cows.



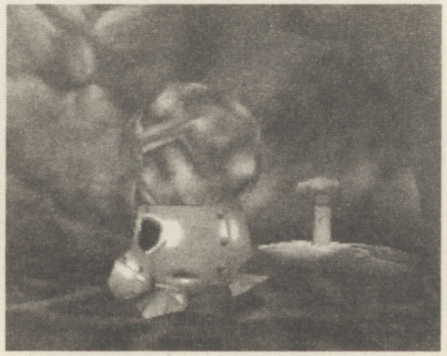
Get the bull to hit the first target and release the second cow. You will have to barge into the cow twice whilst riding the bull to get her to drink the juice. When she's straining over the grate have the bull charge her.



With the second cow blown to bits get the bull to release the third cow by the same method as before. You'll have to barge this one three times to get her to the juice trough. Smash her to bits over the grate.



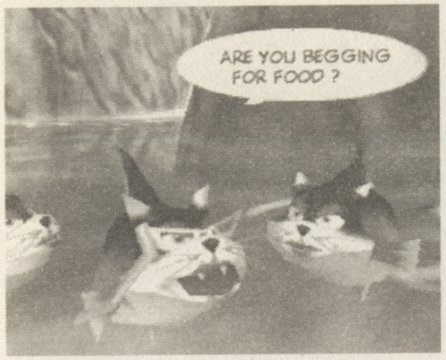
The bull will crash down through the grate. Exit the area the way you came in, jump on the B pad and press B to get the Confidence Pills which allow Conker to swim underwater. Swim down through the liquid poo.



When you emerge exit the hut and the dung beetle will give you a lovely ball of poo. Lucky you. Roll the ball along the valley straight ahead until it drops off the edge into the water and lands on top of a spiked monster.

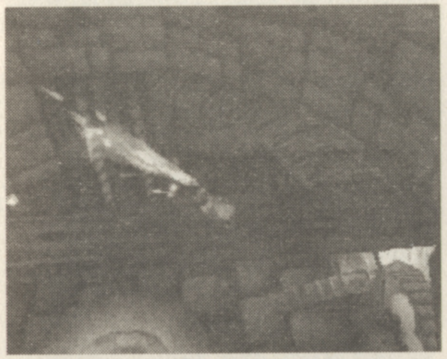
BAT'S TOWER

Take a brief break from the land of poo to help out some snooty catfish and a cranky set of cogs.

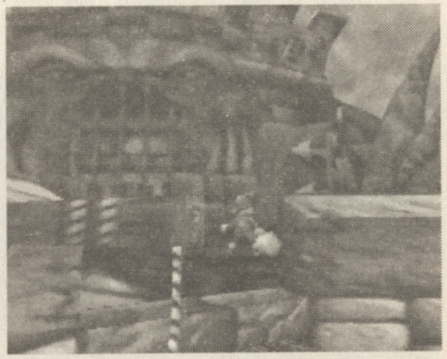


Jump down after the poo ball and head for the switch behind the spiky guy. Press B when you see the light bulb to drain the water. Swim through the passage to the right and talk to the lady catfish.

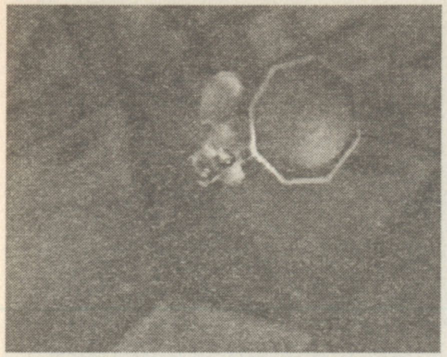
The catfish want you to get rid of the Dogfish for them, so swim along to the left and look behind the waterfall for a secret cave with chocolate and a squirrel tail. Swim left and head down the hole below the dogfish.



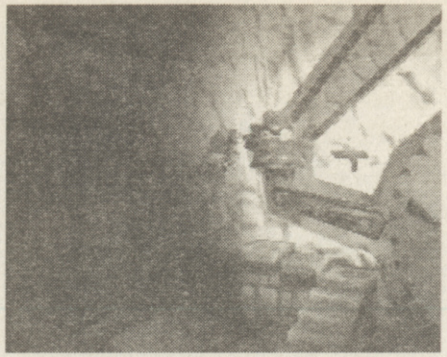
Swim up and climb out. Head for the wooden lift with two ropes attached. After travelling up, navigate your way across the narrow beams. When the light bulbs appear press B to toast the bats. They never learn.



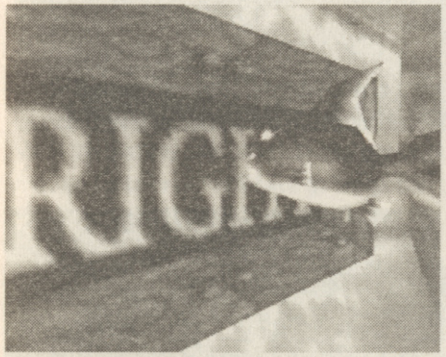
At the top of the tower walk across the plank and leap into mid air towards the lever on the far side. Pull the lever down. Climb up on the ropes to the edge of the tower and walk along to the right to get some cash.



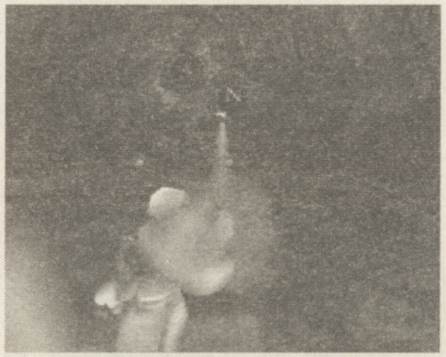
Make your way carefully back down the tower and go talk to the cogs on the right side. Dive into the water and swim through the passageway you just opened. Whack each of the bouncing cogs with the frying pan.



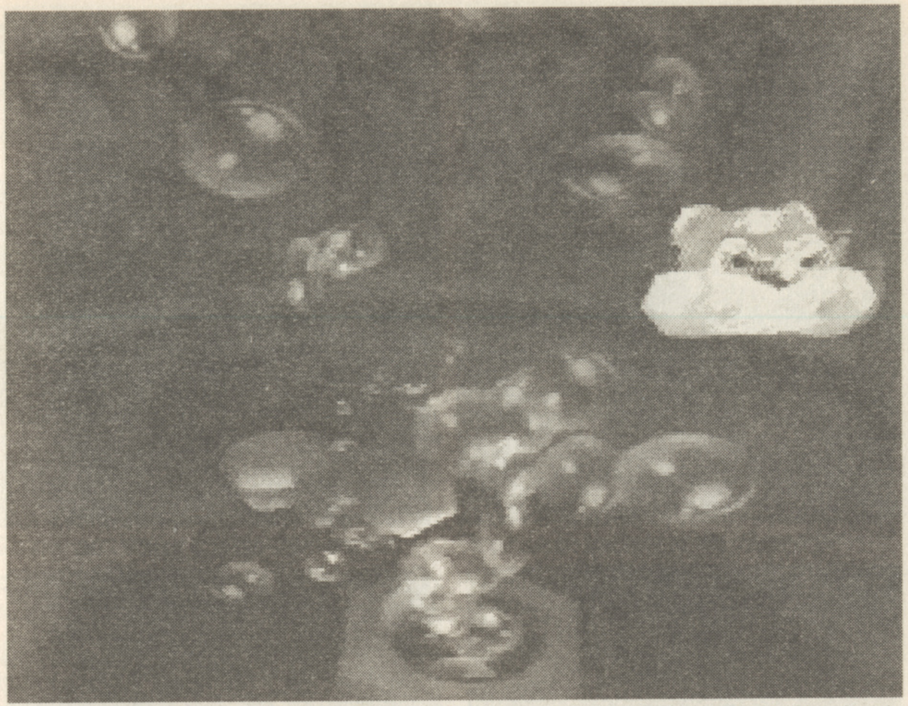
Each time you hit a cog pick it up and swim back with it to the cogs on the wall. When you've recaptured them all jump on the stone slab in front and run round in a clockwise direction to tighten the dogfish chain.



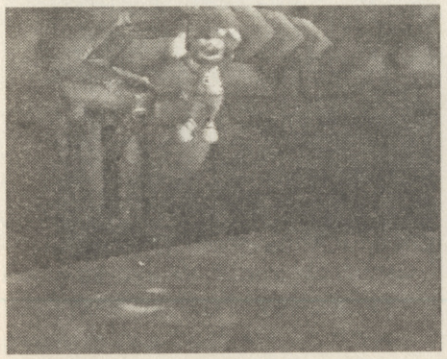
After watching an outrageous cut scene swim back outside past the dogfish towards the catfish. Swim back with them to the safe next to the dogfish. The ladies will open the vault for you but the cash runs away.



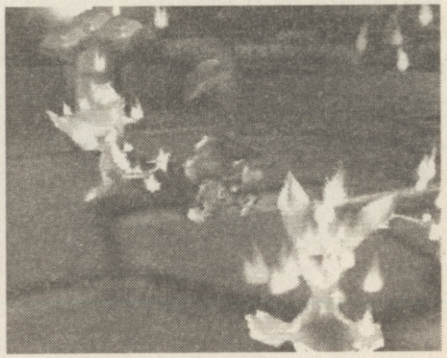
Inside the vault stand on the B pad and press B. Use the catapult to fire at the letters on the spinning wheel and spell OPEN. When the floor opens up jump down and press B when you reach the next pad.



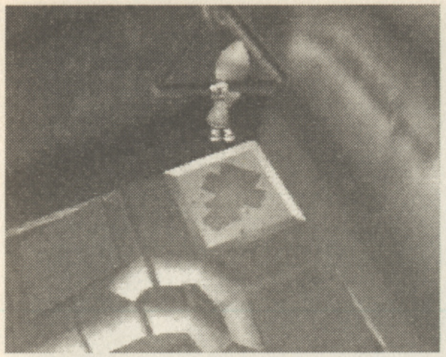
Dive down to the bottom of the shaft. Use the bubbles to replenish Conker's air. Now head through the tunnel with the green lights round it and then through the tunnel with the blue lights. Swim to the surface.



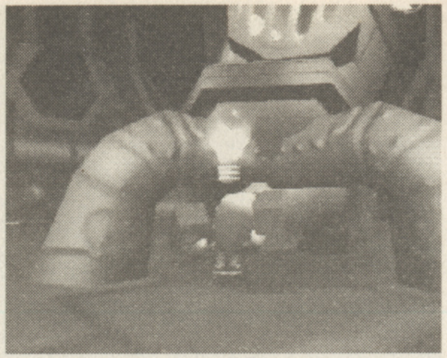
Jump up and pull the lever on the wall to open the grating. Dive back down and swim through the tunnel with the yellow lights. Follow the iron fish up to the top of the long shaft. Climb out and jump down the next hole.



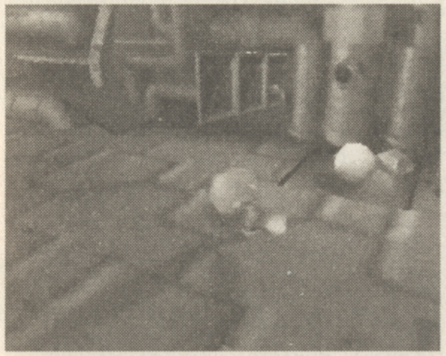
Watch the funny cut scene with the fire demons. Go up to the beer barrel and press B to get Conker tanked up. Stagger over to the Fire Imps and press B to whizz all over the imps. Hold Z down for more distance.



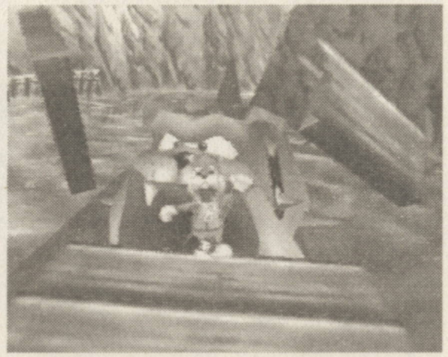
When you've extinguished most of the Imps the remaining two will jump inside the boiler. Stand on one of the four tiles in the corner of the room. When the boiler stands in front of you jump up and pull the lever.



The boiler will be stunned by the ton of poo you've just dumped on it so run between it's legs and press B to crush his delicate parts. Repeat this in all four corners of the room until the boiler is totally trashed.



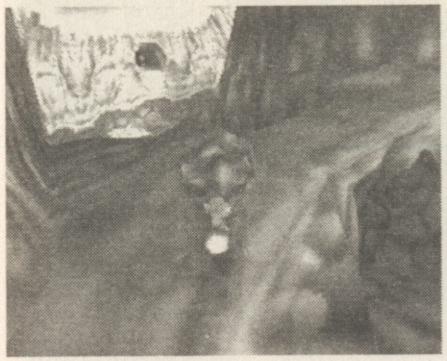
Roll the ball onto the gold dent in the floor to open the door. Then roll the other ball down the slope to crush the spike guard. Exit down the passageway and get the cash. Talk to the catfish who'll give you one dollar!



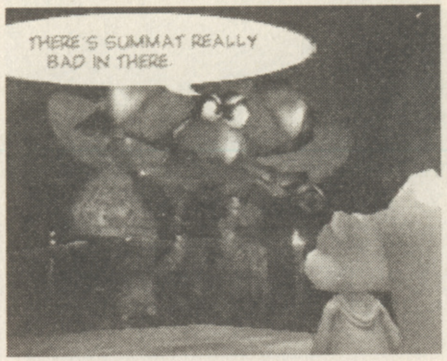
Swim to the entrance. The dogfish will snap his chain so you have to swim fast to escape. Keep in front of the catfish and he'll eat them instead of you. When he crashes jump up on his carcass to get more cash.

SLOPRANO

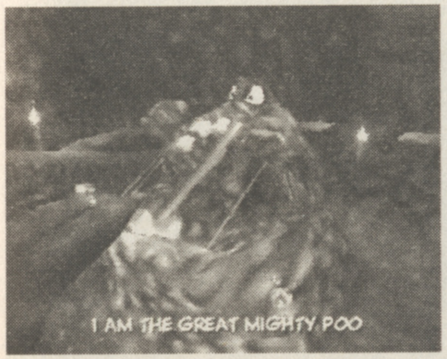
Get ready to chuck bog rolls at a giant singing poo and explore the inner workings of a huge toilet.



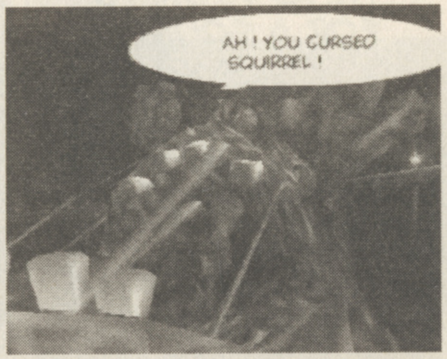
Go and get another poo ball from the hut and roll it up the left side of Poo Mountain. Push the poo ball off the edge onto the giant dung beetle below. Roll another poo ball up the right-hand path of the mountain.



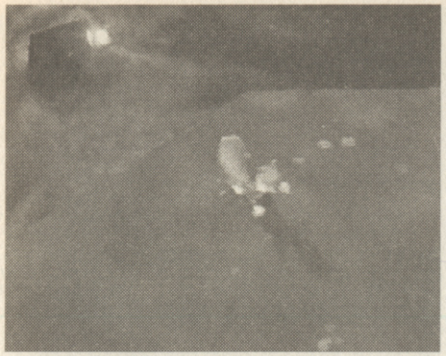
Stop next to the hole at the top and jump up on the ball to get the cash. Now push the ball through the hole. Go down and enter Poo Mountain. After more cut scene hilarity bash the sweetcorn with your pan.



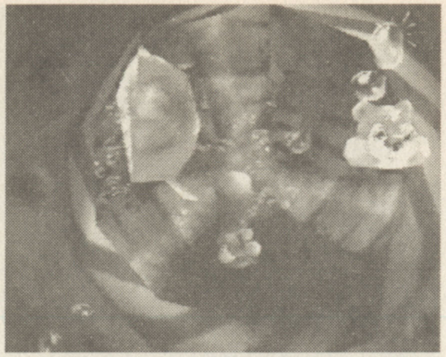
Pick up the corn and throw it into the mire. When you've got rid of all the sweetcorn prepare to meet the singing poo. When he opens his gob to sing stand on the B pad and press B to throw a toilet roll into his mouth.



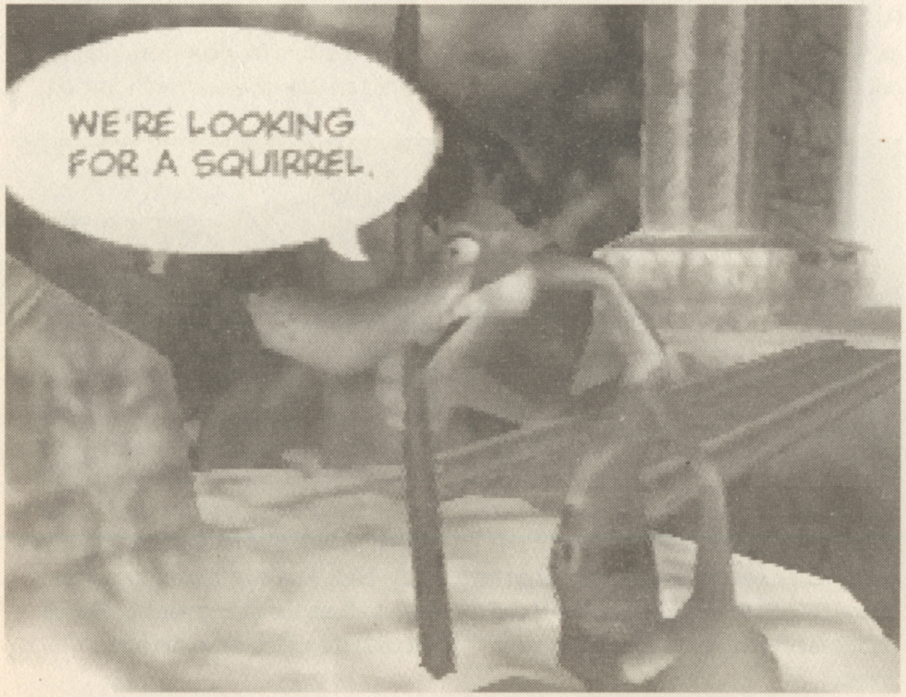
Repeat the process until the Big Poo starts singing so high that he shatters the screen at the back. Run over there and pull the chain to flush the dirty great log. Pick up the cash then jump down the hole.



You should emerge in the poo hut. Jump through the hole in the floor then swim along to get the money. Swim back out and head back to the big poo hole in Poo Mt. Instead of jumping straight down jump on the platform.



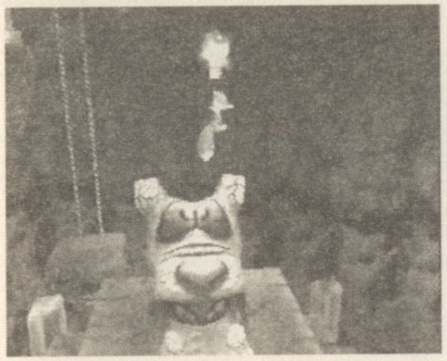
Go through the tunnel leading from the second platform. Jump down into the water. Negotiate the tricky blades by hugging the bottom. Swim up and jump out. Go down the next passage and jump onto the rope.



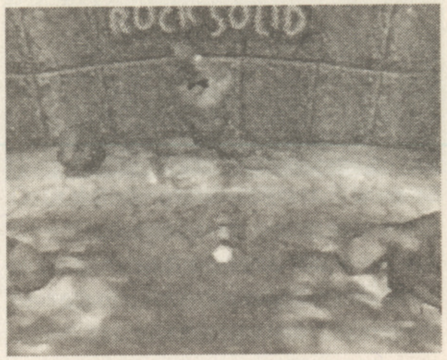
Use C direction buttons so that you're facing the ladder. Jump and hover across to the ladder in one leap to avoid the blades below. Climb up and walk across to talk to the two weasels. Give them $1000 to pass.

UGA BUGA

Journey back to pre-historic times, hatch dinosaur eggs and bite big hairy cavemen on the bum.

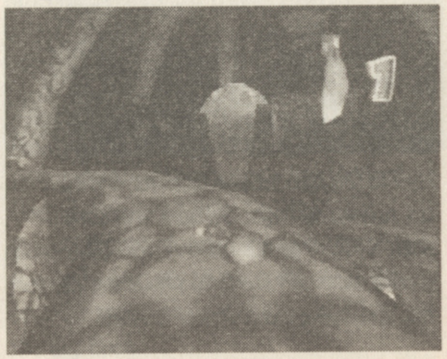


Walk forward to what looks like a little castle with dinosaurs walking around it. Jump over the dinosaurs and go up to the top of the structure. Get the cash, then jump on the statue's head. Press B three times.

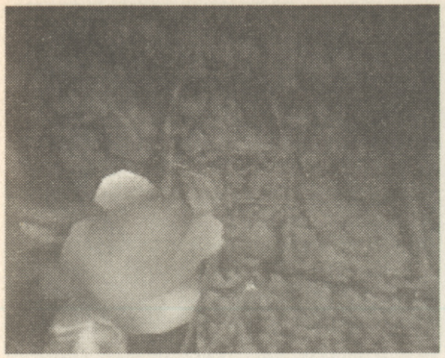


When the statue has crashed through the floor press B yet again to reveal a hidden passage below. Try and get into the rock night-club. The bouncer will turn you away. Roll the big boulder through the central passage.

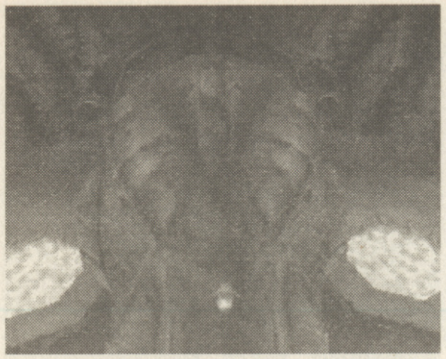
Now that all the Uga Bugas in the way have been crushed you can enter the temple. Go through the door at the far right of the temple and use the monk's prayer book to boost you up on top of the dinosaur egg.



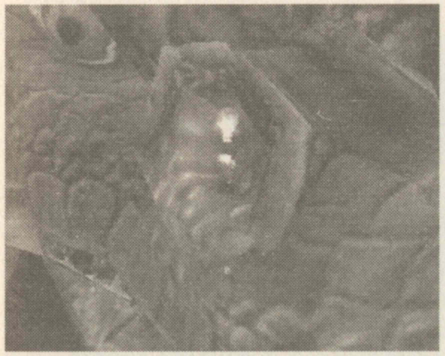
Press B to hatch the egg and get your own pet Raptor. Lead him to the back of the cave. Lure the Uga Bugas towards him and he'll eat them for you. Very helpful. Re-emerge into the main chamber.



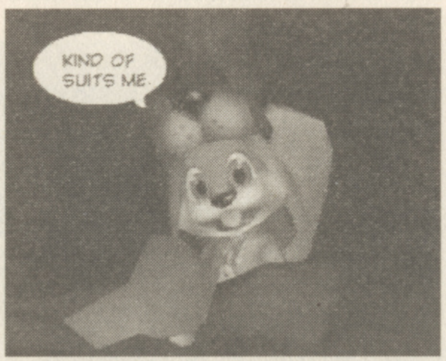
Go stand on the B pad and press B button to fire a catapult at the up arrow on the right-hand wall. When the Raptor has eaten his fill of Uga Bugas lead him up to the platform with the huge dinosaur feet.



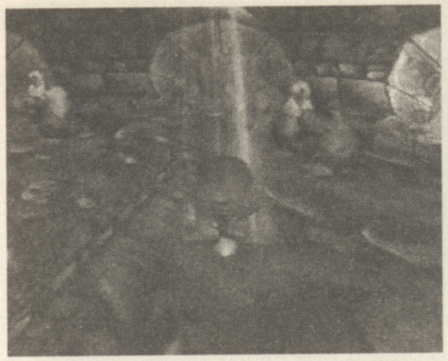
Go back to the B pad and fire the catapult at the star-shaped panel on the left to crush your baby Raptor. The big dinosaur head in the middle will open. Jump on the monk's tablet and land on top of the head.



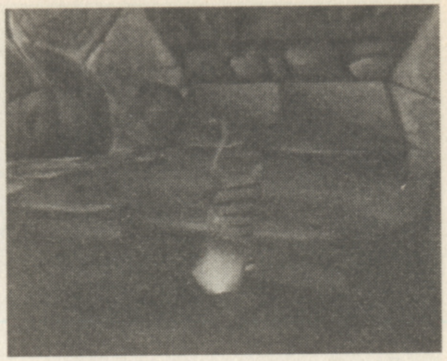
Run to the back of the head for the squirrel tail and some cash. Go back and jump in each of the statue's nostrils when the green smoke stops. Press B to shake the pepper pot and make the monster sneeze.



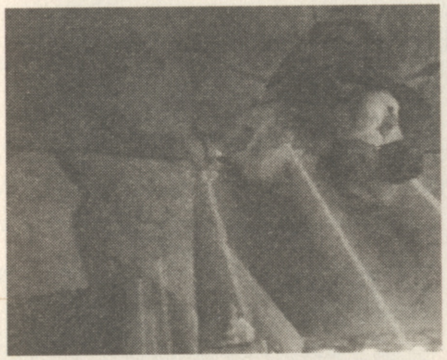
Enter the statue's mouth now that the snot stream has been stemmed. Take the right path and pick up the Uga Buga costume at the end. Go back and exit the statue into the main chamber. Uga Bugas worship you!



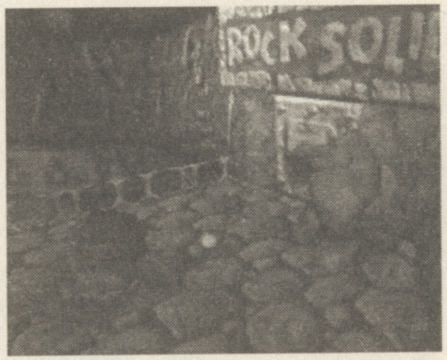
Lead the Uga Bugas outside and get them to attack the rocks outside the nightclub so that the doorman will let you in. Once inside, roll the boulder near the bar up the slope and onto the slab near the entrance.



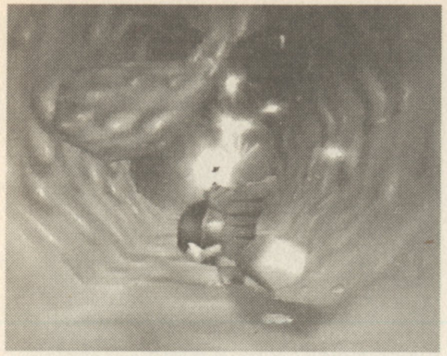
Go to the beer barrel and press B to have a drink. Go and pee on the rock in the centre to get him to roll down the middle passageway. Sober up using the medicine cabinet at the back of the main walkway.



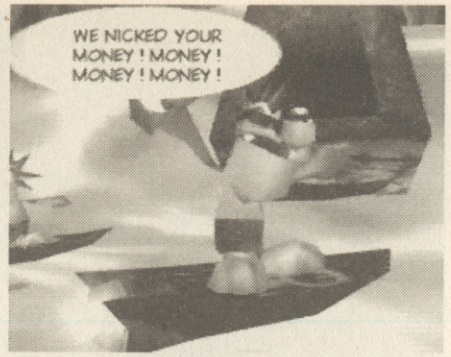
Go down the middle passage and push the boulder to the right past the dancing rock chicks and onto the switch. Two more passages will open. Now pee on the two remaining rocks to send them down each passage.



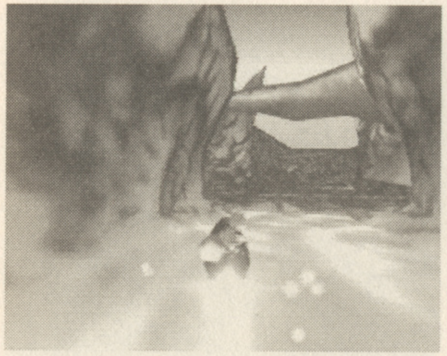
When the third boulder crashes through, Berri will be freed from her cage. Go through either of the passageways and get the cash, then try to leave the club. The bouncer stops you and drags you off to see the Big Boss.



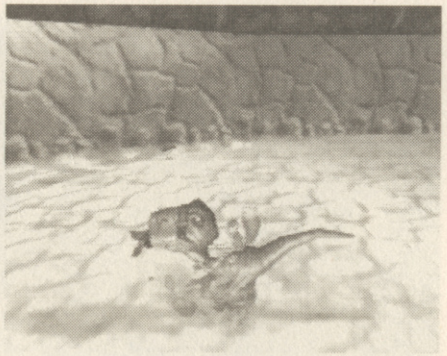
The Boss gives you a bomb to deliver to the Uga Bugas. This is a speed mission where every second counts. Dash round the left side of the temple and take the left path inside the snot monster's gob. It's very tricky.



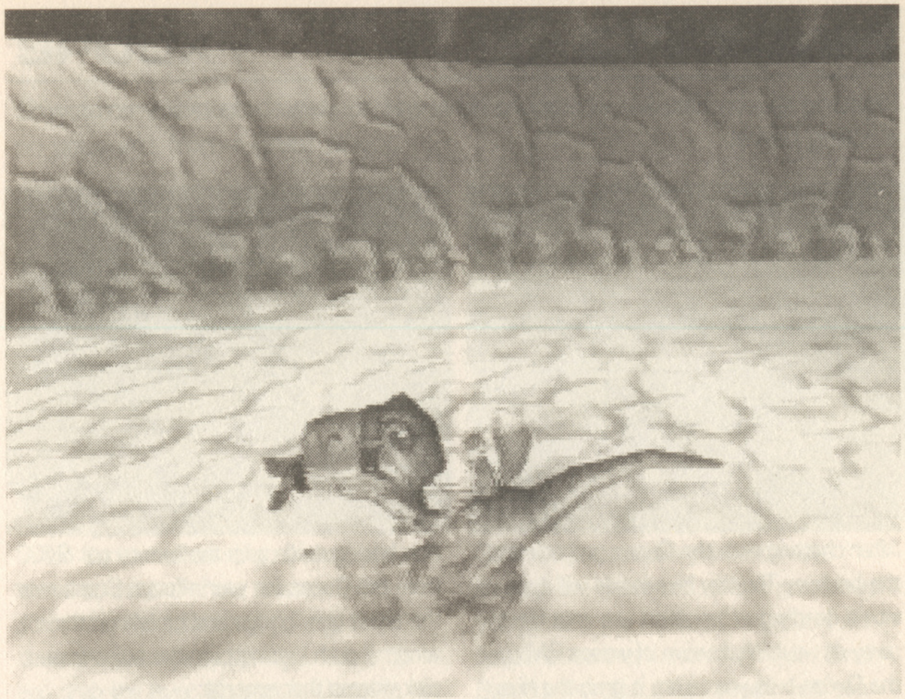
Toss the bomb over the edge of the walkway, then jump across the disappearing platforms. After being mugged by a bunch of mooning stoner cavemen you have to race them on a surfboard across the lava.



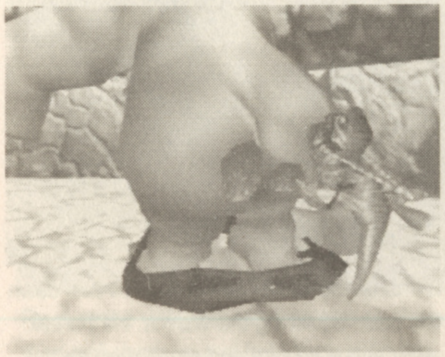
Race around the course, using the B button to whack each of the cavemen when you get near to them. After hitting the third caveman press A when you approach the grey bridge on the left to jump across to the exit.



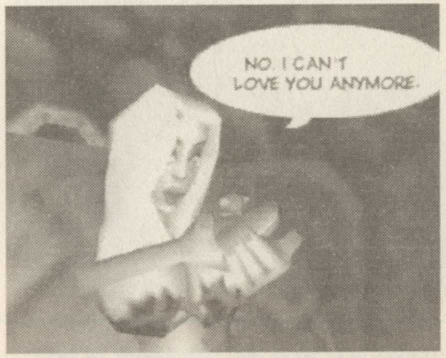
Go and talk to the caveman near the big gate. Fangy the Raptor will be unleashed into the arena. Run back to the B pad and press B when Fangy is near to hypnotise him so that you can jump on his back.



Whilst riding Fangy use him to eat up the rest of the cavemen or push them into the lava. When Fangy has eaten his fill the Chief will come down himself to fight you. Press A to jump out of the way of the Chief's attack.



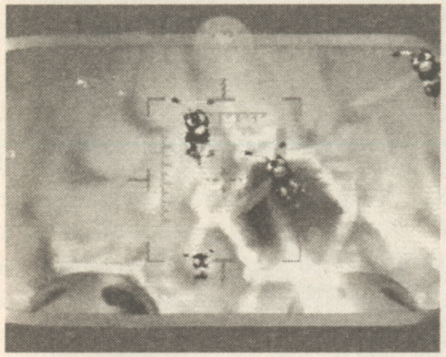
Press B to bite the Chief's knackers. When he screams in pain and drops his pants run round and press B when you see the light bulb to take a chunk out of his exposed butt. Repeat three times to beat him.



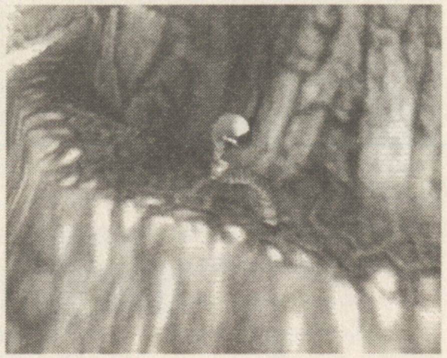
Jump across the plank and watch as Conker gets fruity with the Chief's chesty babe. Go through the tunnel and take the right path through the arch to get the money. Jump down and go back to visit Queen Bee.

WINDY PT3

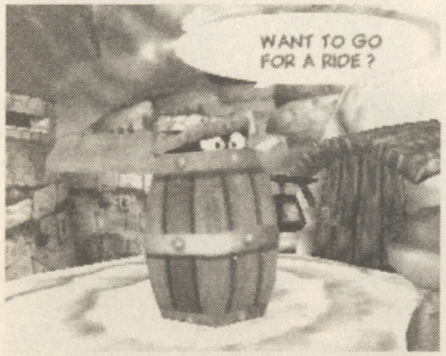
Help the Queen Bee out one more time and squash some pink worms with a rolling barrel.



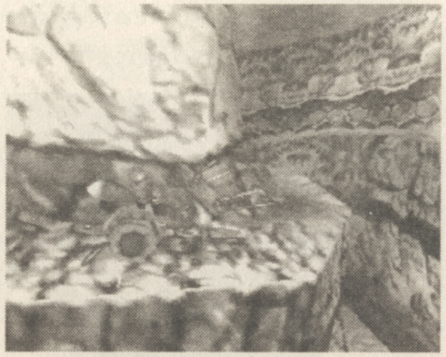
After chatting with the Queen go back into the beehive. The tiny hive inside will turn into a deadly gun turret so use it to blast away at wave after wave of wasps. When the Queen tells you to leg it grab the hive.



Run back outside with the hive to get $400 from the Queen for your efforts. Cross over the small grey bridge and go left up the windmill path leaping over the poisonous pink worms that emerge.



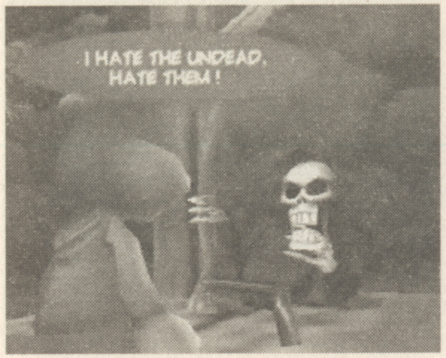
At the top talk to the barrel. If you have $2110 he'll let you play. If you're short there's another $100 to be found by jumping into the honeycomb tunnel on the left of the hive entrance and jumping up and left.



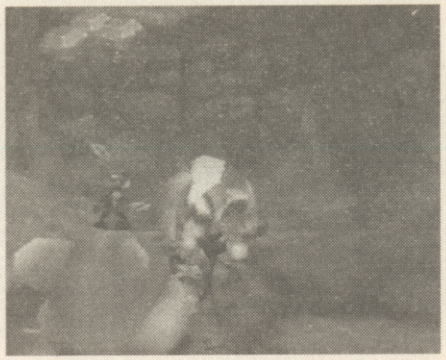
Climb on top of Mr Barrel and roll him down the path, squishing the worms. He'll break away at the bottom and crash through the barrier at the end of the stream. Conker will then fall asleep after banging his head.

SPOOKY

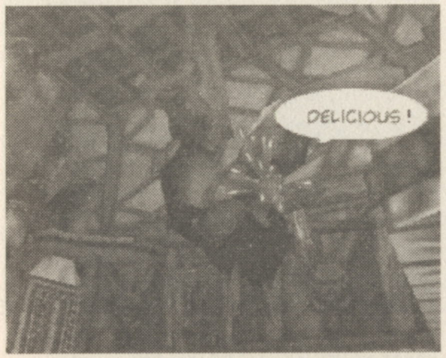
Smash zombie skulls like ripe melons before turning into a bat and pooing on peasants from a great height.



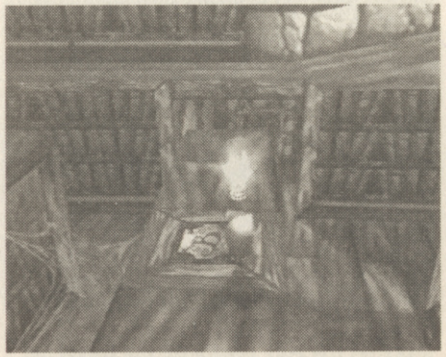
When Conker wakes up go through the tunnel at the end of the stream. Swim across to where Death is fishing. Swim down the passage to the right. Jump up and grab the lever. Go back to Death to get a shooter.



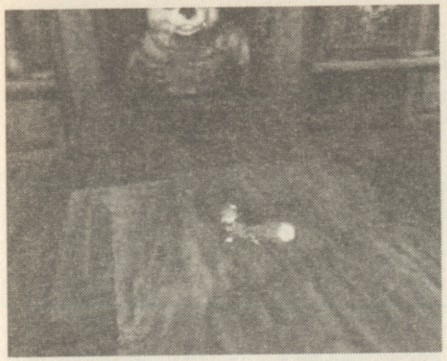
Go through the open gate and move through the graveyard, shooting zombies as you go. Use the R button to get a clean headshot or they'll overwhelm you. Enter Batula's mansion. After a nice meal you become a bat.



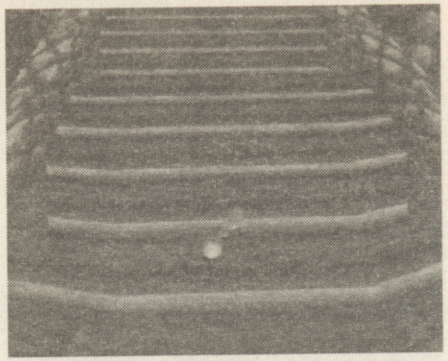
Fly over the villagers and drop poo on them, then pick them up and hold them over the grinder. Do this until Batula overdoses on blood and explodes. Kill the rest of the zombies that storm the mansion.



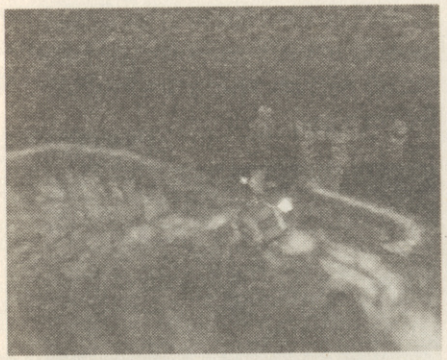
Go to the library and use the B pad in the middle to fire a cross bow at the four bats in the room. Work your way up to the upper reaches of the mansion to get the first gold key. Take it to the front door to reveal a path.



Go upstairs to the room with the huge table to reach the path. Go outside and kill the zombies before getting the second key from the mausoleum. Go back inside and use the key in the door to reveal a ladder.



Go upstairs and climb the ladder. Pull the lever on the right side of the roof area. Go downstairs and through the open door to the right of the main staircase. You'll emerge in the roof where you can now get the last key.

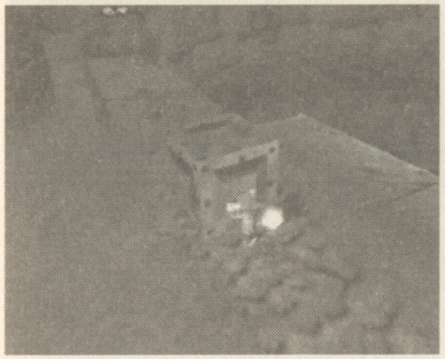


Open the front door, then go up to the barrel by the stairs. Jump on it and ride it out of the mansion grounds. Avoid pressing up on the joypad or you'll go too fast and shoot off the end. Gently tilt the barrel left or right.

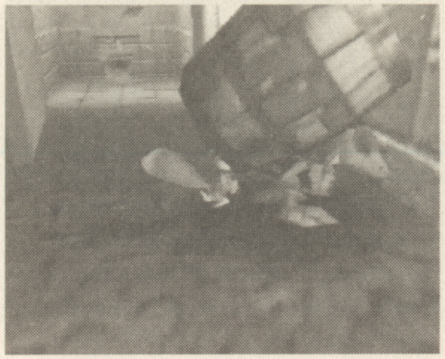
After passing through the graveyard you'll emerge at the underground fishing lake. Stay on the barrel and go right along the jetty. Paddle the barrel upstream. Go through the tunnel to get the money and exit.

IT'S WAR

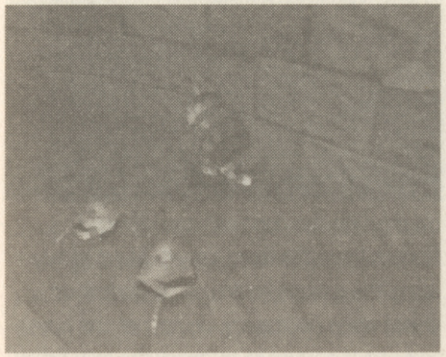
Fight the Panther King's evil Tediz army and save your tiny friend Private Rodent from death on a foreign shore.



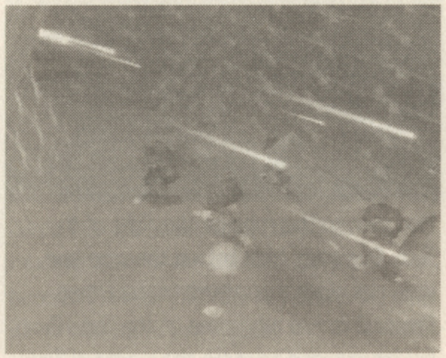
You'll re-emerge to find the Windy area in the middle of a war. Jump over the barbed wire entrance in the side of the windmill. After a briefing push the metal block in front of the slope. Go up to the toilet.



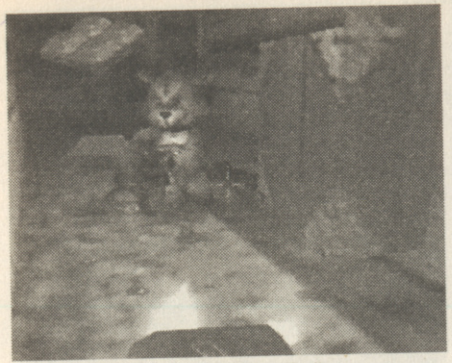
Press the B button in front of the toilet and help the soldier carrying the TNT barrel. Guide him to the right past the blocks so that he stops next to the plane wing. Repeat the process with the next soldier.



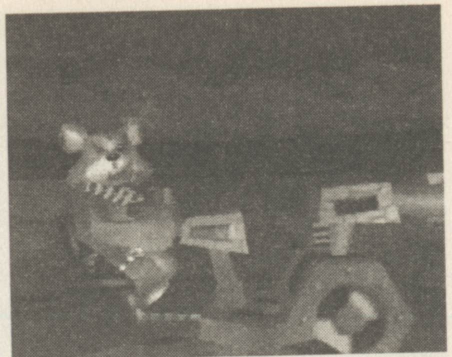
Guide the second soldier to the left past the spider mines. Dive into the water and lead the eel through three submerged hoops. Climb out and use the B pad catapult to shoot both TNT barrels and clear the way.



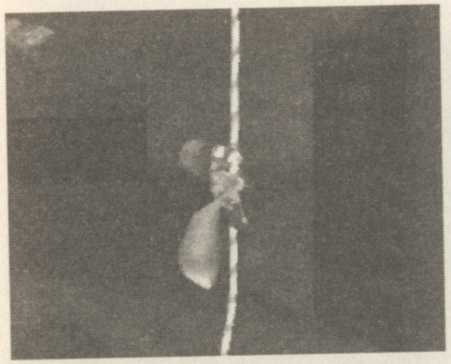
Next you're in a boat about to storm the beach. Just keep moving when you land and dodge the fire until you reach the far side. Shoot the lock off the door when you get your weapons. Get ready for Tediz.



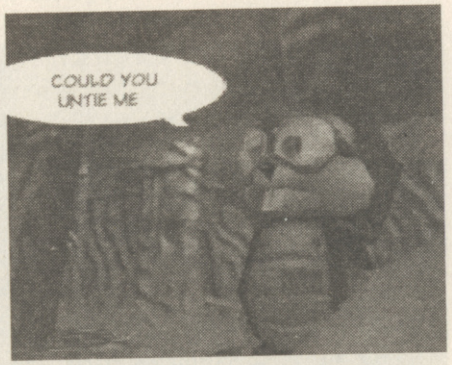
The next part is tough. The Tediz are very quick so try and shoot them in the head first. Move through the corridors and either crawl under the lasers or glide over them. Take the lift at the end to the next floor.



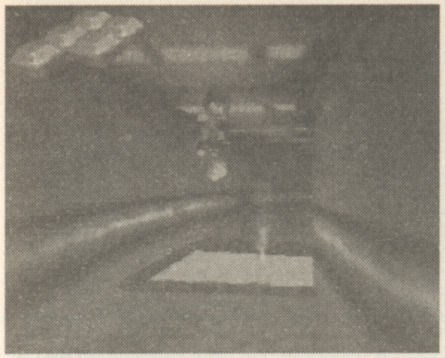
More Tediz and lasers here. When you reach the squirrel in the electric chair it doesn't matter what lever you push, he'll still fry. Go through the door to face a Tedi with a huge gun. Make a move when he reloads.



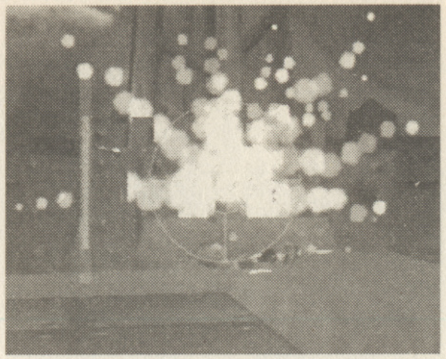
Run over to the rope on the right of the Tedi. Climb up, hide behind the pipe and then run along the crates to the B pad. Press B to fire a bazooka at the Tedi. Grab his big gun and take out the waves of Tediz.



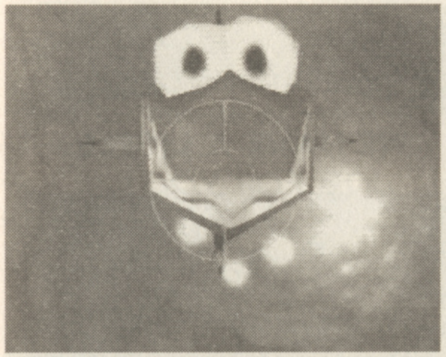
Go through the door and save Private Rodent from the firing squad. Move slowly along the escape route, using Rodent as a shield when necessary. Jump into the boat and use the bazooka to shoot the four lights.



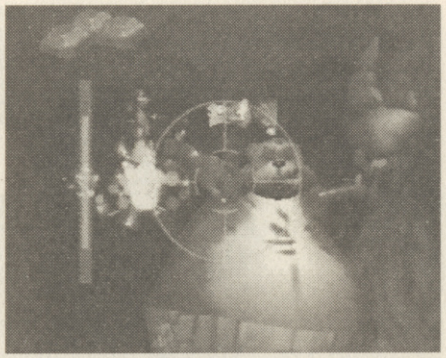
The big lock will then break open so run through the door. Use the tank to shoot out the small door. Go through the hole, jump over the chemical pits and pull the lever at the end. Leg it back out to the tank.



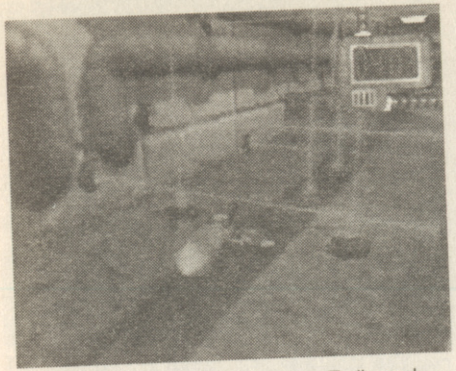
Drive up to the first bridge in the tank. Get out and jump across and onto the bridge. Press B to lower it manually. Shoot out the stripy tower leg. Move ahead and repeat this process until the tower crashes down.



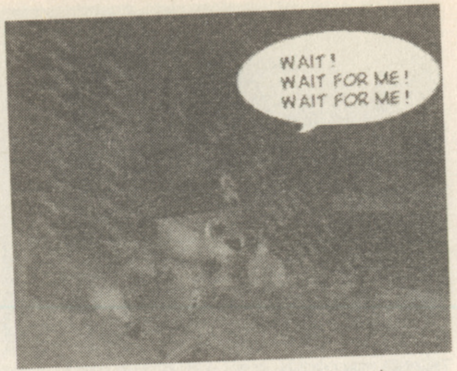
Drop down the hole and go and talk to the 'little girl'. Use the B pads all around the platform to destroy the submarines in the water. When they're all gone go back to the 'little girl' and watch as she changes form.



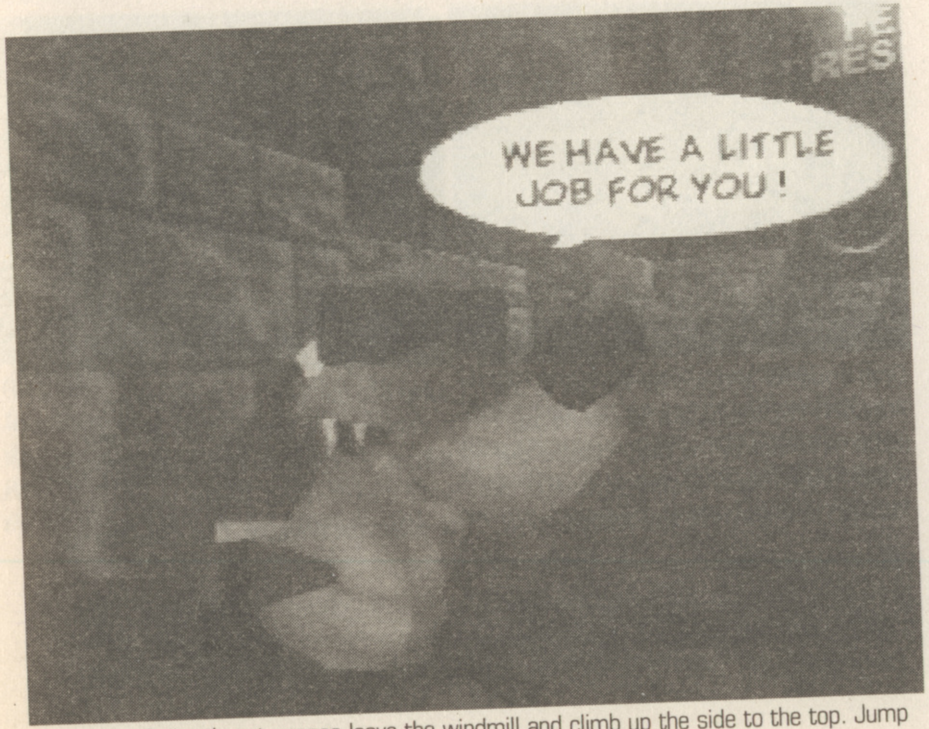
Jump into the tank and shoot off the monster's arms and the little girl hand puppet. Then aim for the red bit on the back when it turns round. Repeat two more times to defeat the creature. Dive down the hole.



Yet another corridor with more Tediz and lasers. Move carefully and crawl along the box ledges using Z when you come to the trickier laser grids. When you reach the end bunker blue lasers will block your exit.



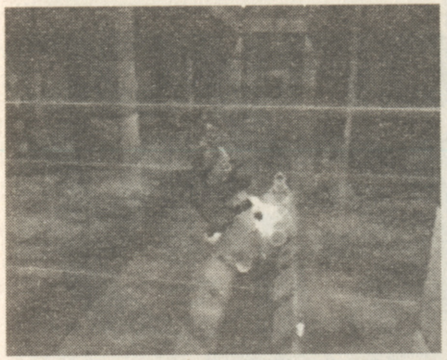
Press B to use a bazooka and blast the remaining Tediz. Go through the exit and try and make it through across the beach to the boat. The Tediz are heavily armed with bazookas so get them before they get you.



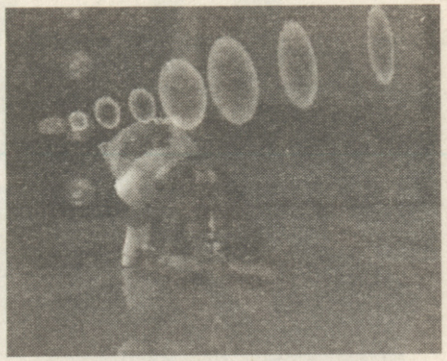
After more fantastic cut scenes leave the windmill and climb up the side to the top. Jump down the smoking hole and walk round to the right where you learn about your final mission from The Boss.

THE HEIST

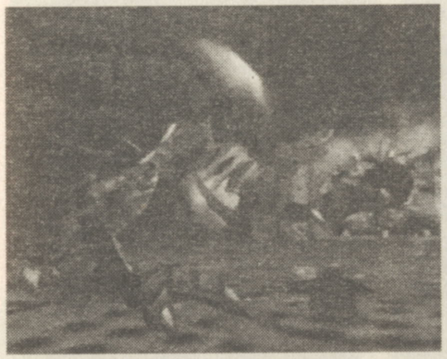
Two brilliant movie spoofs to end the game on a high note. The Matrix meets Aliens as Conker and Berri team up for one last mission.



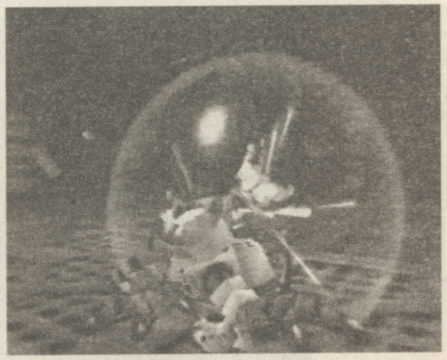
When you enter the bank follow Berri over to the pillar. Press B to launch yourself across the room. Use the blue target to fire at the enemy weasels as they run towards you. When you land press B again to cross back.



Keep moving down the room using the same method to take out the weasels. Feast your eyes on the amazing graphics and pump that lead like crazy. When you reach the end, enter the vault. Hit the cash with the pan.



After more fantastic cut scenes get ready for the final boss, a very familiar alien. Whilst the alien chows down on Berri jump up and pull the lever underneath the Panther King's throne. Go get the mech suit.

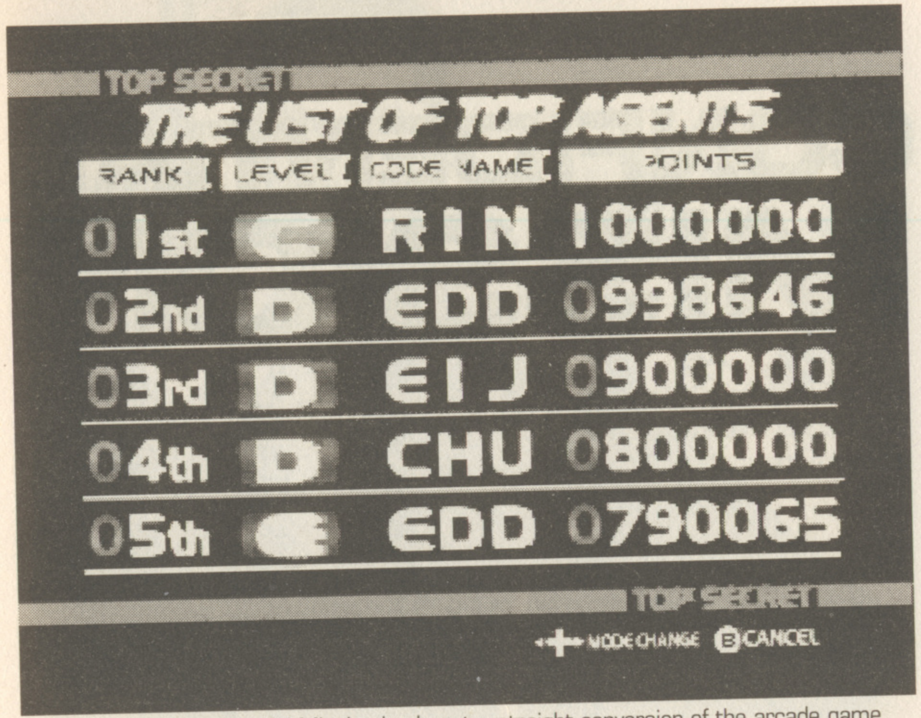


Now you're all Ripley'd up press B to smack the alien senseless. Pick him up by the tail and swing him round clockwise. Press B to throw him out the airlock window. Repeat two more times and lap up the end credits.

CONFIDENTIAL MISSION

Got a Dreamcast? Got a lightgun? Well, you want to get your hands on Confidential Mission, then. You won't find many better shooters than this, so make the most of it with our complete guide

GETTING STARTED



TOP SECRET

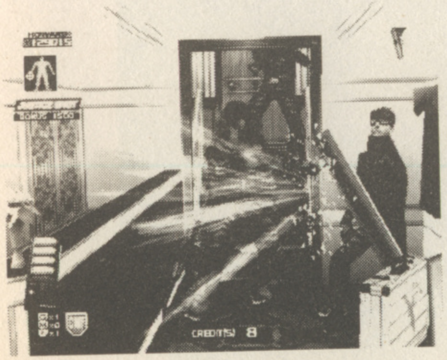
THE LIST OF TOP AGENTS

RANK	LEVEL	CODE NAME	POINTS
01st	C	RIN	1000000
02nd	D	EDD	0998646
03rd	D	EIJ	0900000
04th	D	CHU	0800000
05th	C	EDD	0790065

TOP SECRET

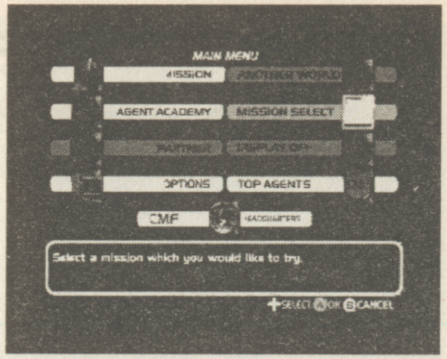
MODE CHANGE
B CANCEL

The Dreamcast Confidential Mission is almost a straight conversion of the arcade game, so it's not actually very long. The point is not so much to complete the game, but to attain the highest score you can. Naturally, the highest scores can be earned by playing the harder difficulty settings.



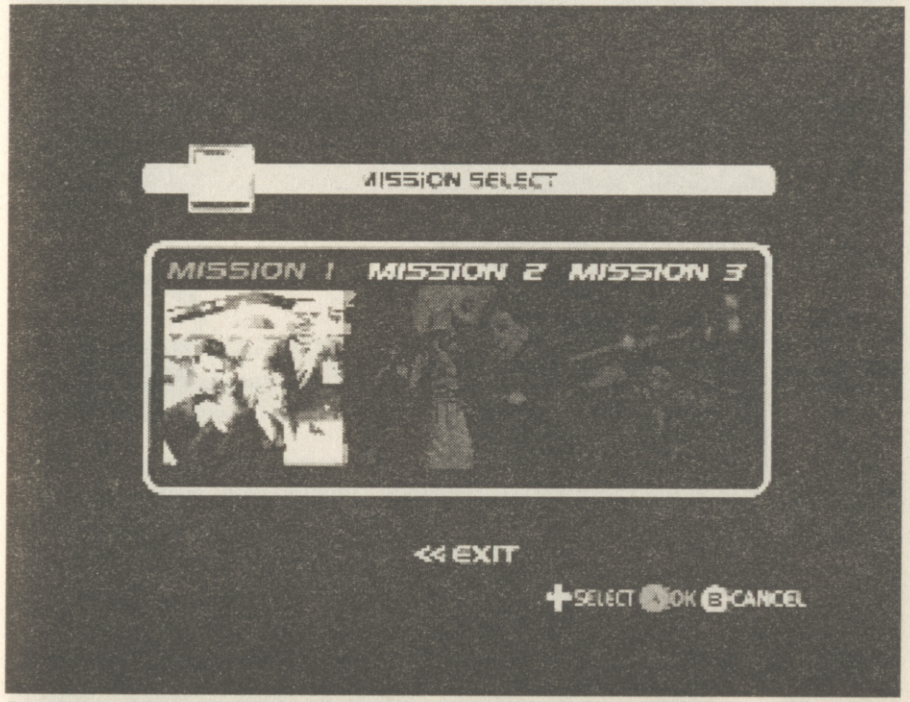
The harder modes of play aren't greatly different from the easier ones. You'll notice that there are more bad guys to fight on each stage, and the pace is a bit quicker, but the game follows the same path. As you get faster, you can tweak the game to suit.

As you progress further and further through the game, you can earn further options – the ones that are darkened on the initial options screen. You can only get these by playing on the higher difficulty settings, however.



MAIN MENU
MISSION
AGENT ACADEMY
MISSION SELECT
OPTIONS
TOP AGENTS
CMF
HEADQUARTERS
SELECT
OK
CANCEL

Select a mission which you would like to try.

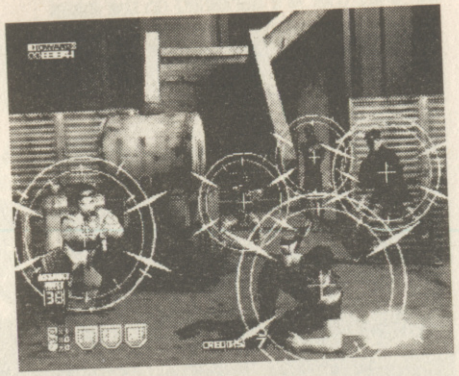


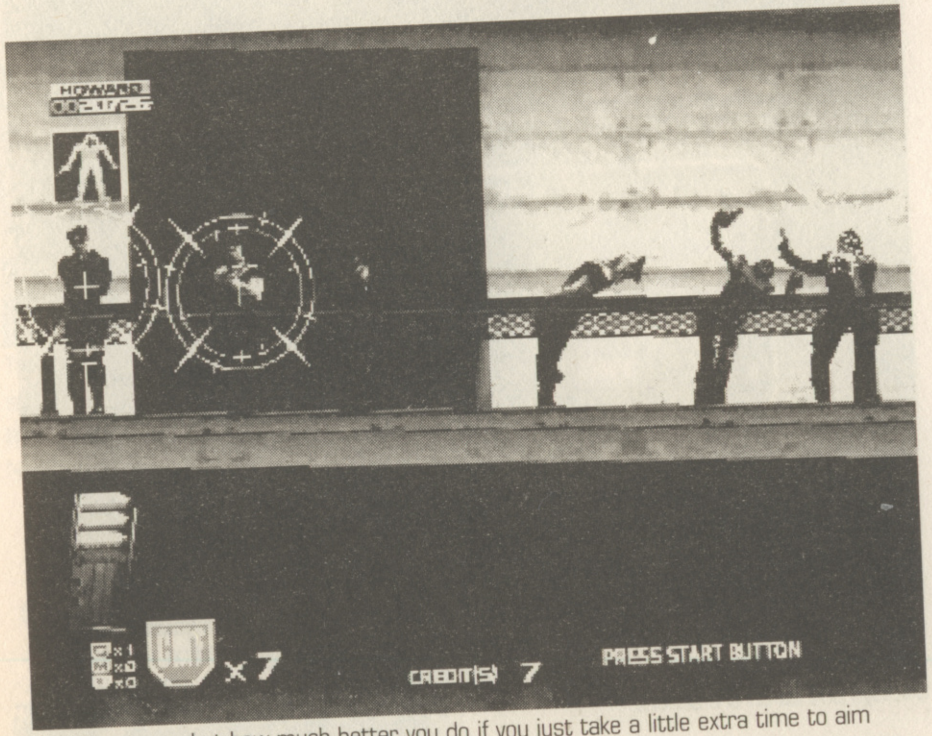
MISSION SELECT
MISSION 1
MISSION 2
MISSION 3
EXIT
SELECT
OK
CANCEL

Other options include a Mission Select (for those who've finished the game on Very Hard), and the Display Off mode – an extra-hard mode in which all the targeting features, life displays and so on are absent.

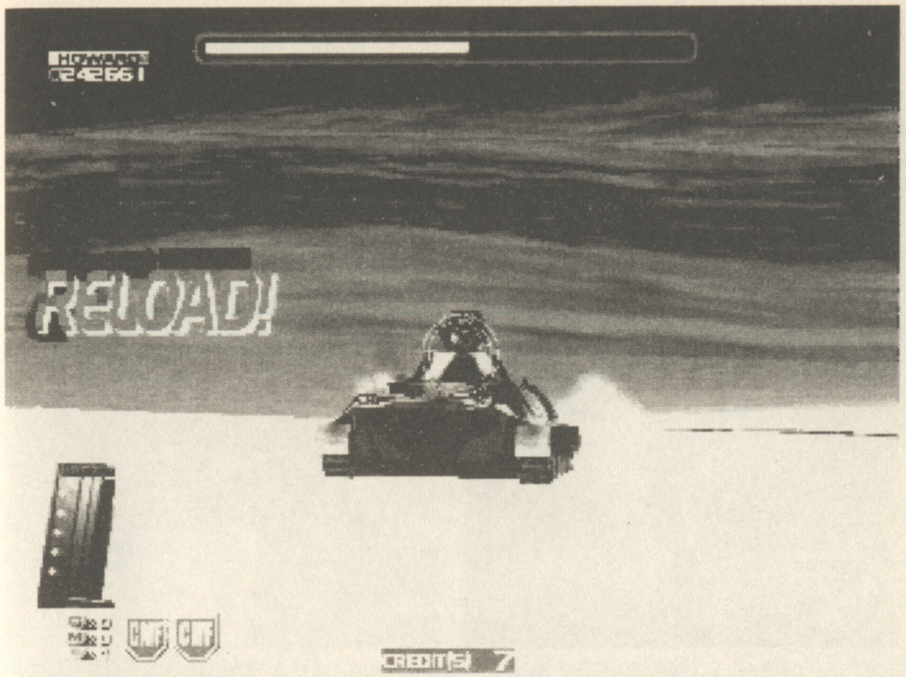
GOOD SHOOTING

As with most light gun games, the best advice is to not panic. When you've got enemies coming at you from all sides, it can be easy to get flustered and just shoot wildly at the screen. But you never see James Bond do that, do you? Just stay cool.

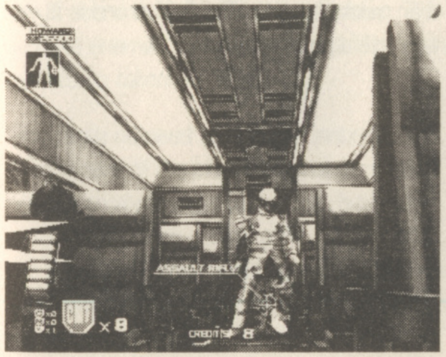




You'll be amazed at how much better you do if you just take a little extra time to aim properly and pick your spot. Not only will you hit the target, but you won't waste bullets when you're doing it. And the less bullets you waste, the less time you'll have to spend reloading.



Reloading breaks up your rhythm, so do it any time there are no enemies on the screen. It doesn't matter if you've got some bullets left in your clip – there is no limit to your reloads. You only get six bullets in a clip, so you need to reload frequently anyway.

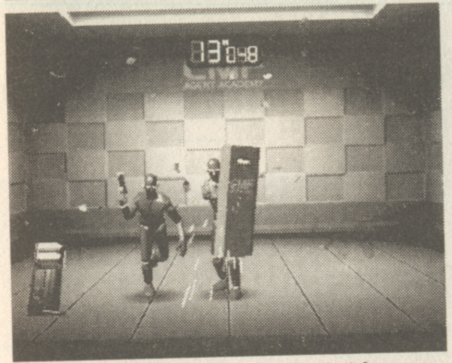


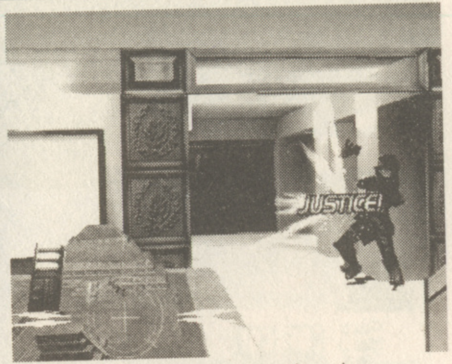
There's only one other weapon in the game – the Assault Rifle. Enemies will sometimes drop these, so always do your best to pick them up (which you do by shooting them). The rifle is noticeably more accurate than your regular gun, and is useful when long-range shooting is required.

TRAINING

It's a good idea to spend a bit of time on the training levels first, because if you can ace them you'll be well set up for the game proper. Each exercise has two levels and a field simulation.

JUSTICE SHOT

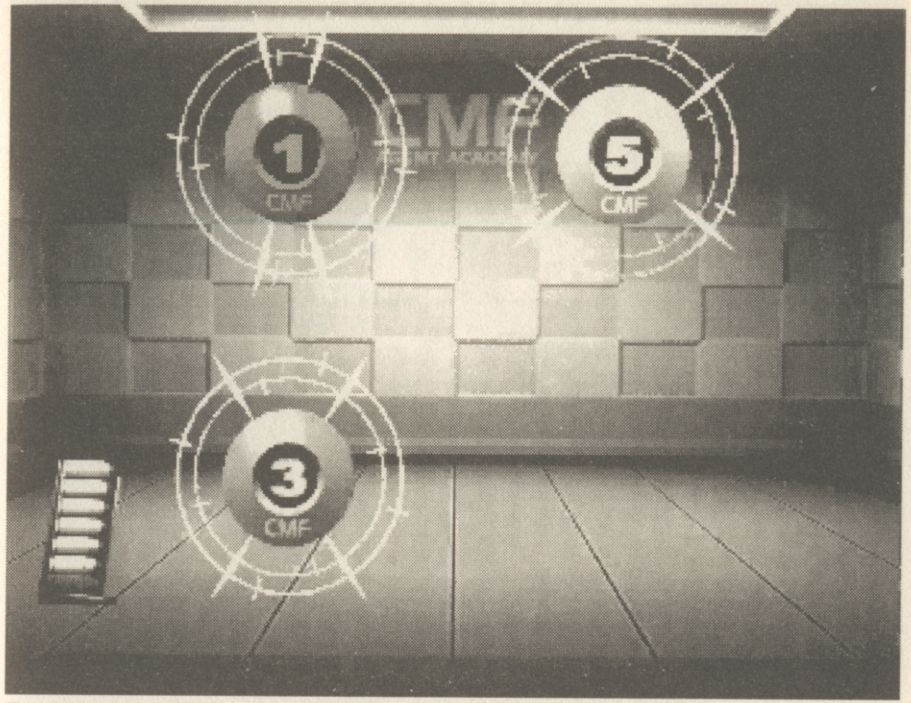




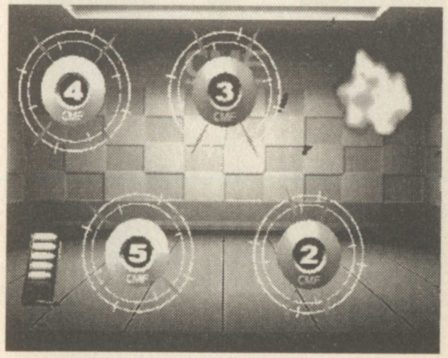
The first exercise is recommended for serious high-scorers. When gunning down a bad guy, you'll score more points if you execute the "Justice Shot". This involves shooting him in the right arm, disarming rather than killing him. And you know why? It's because killing people is wrong, kids.

The exercise is simple enough – the dummies will appear with their right arms highlighted in pink. Just hit enough arms to complete the exercise. As you'd expect, a good aim is the important thing here, rather than quick shooting. The field exercise is very useful, too.

JUDGEMENT

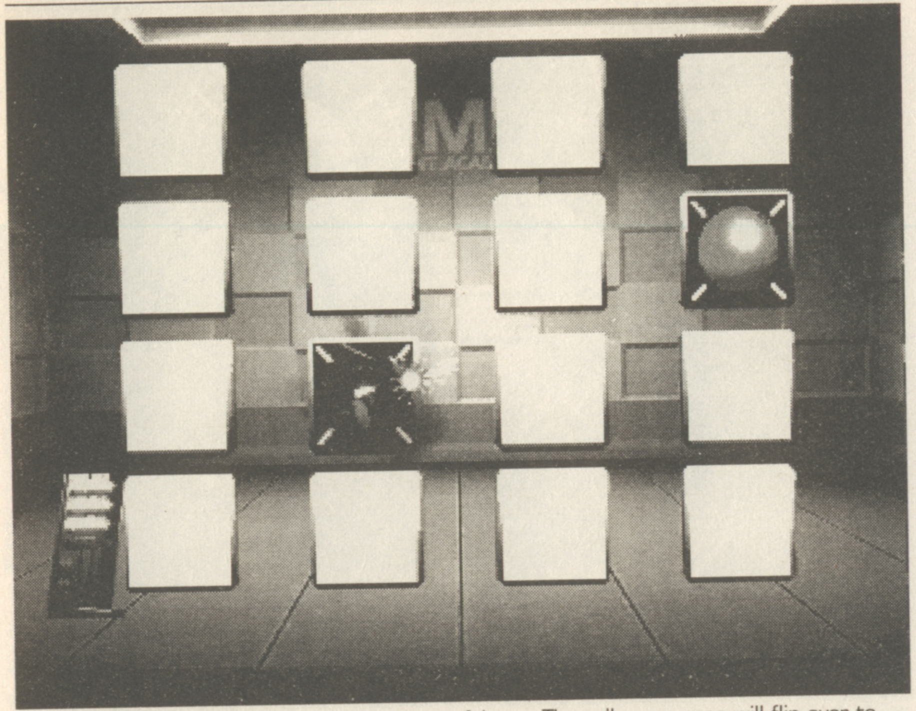


The Judgement exercise is one of the easier ones, but it's also one of the most valuable. You'll shoot targets that change colour. The colours relate to the ones that you'll see around enemies in the main game. The red ones are the most immediately dangerous, and should be taken out first.

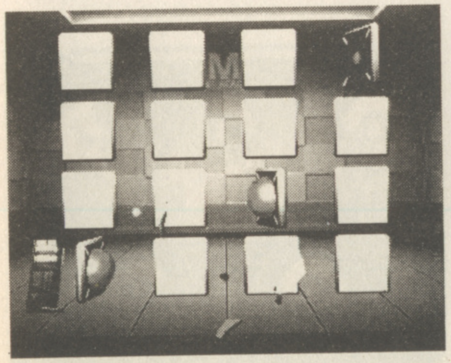


You really do need to learn an instinct for taking care of the immediate dangers first. If you can always get to a target before he gets to you, then surviving the game won't be a problem. You should certainly complete both levels of this exercise before moving on to the main missions.

REFLEXES

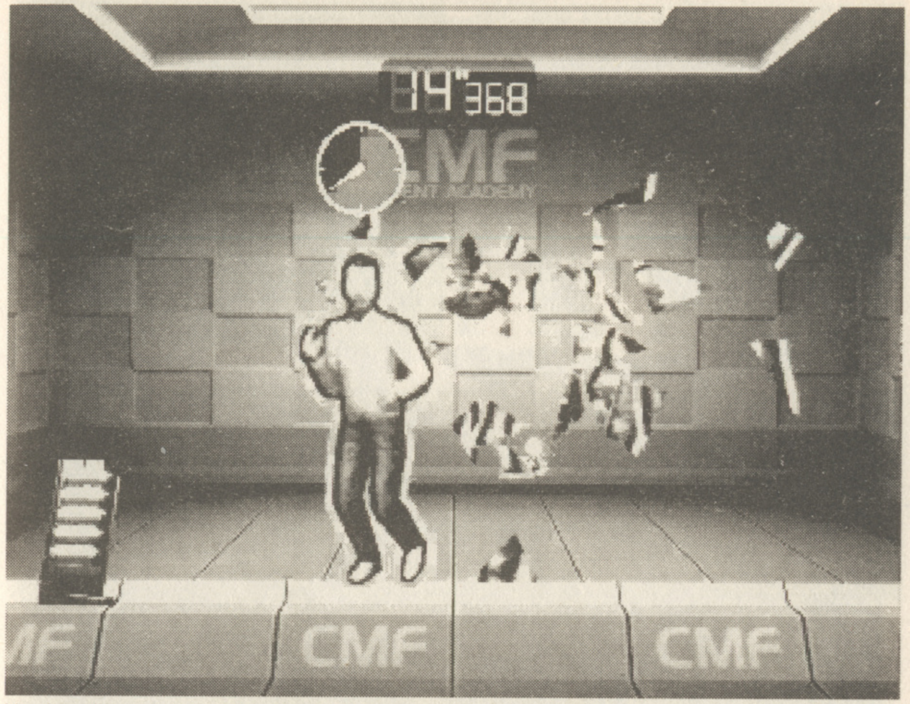


This is a pretty basic bit of training, but a useful one. The yellow squares will flip over to reveal targets, which you have to shoot. It's straightforward enough, but it isn't that easy to get the required score. After a few tries, you should speed up enough to make it.



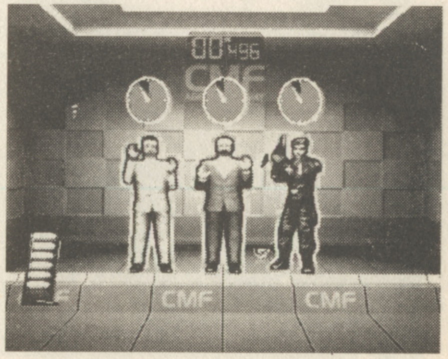
The second level of this is a bit harder, because there are dummy squares that flip over, but don't have targets on them. Be warned that a square may flip over at one point and have no target, but later it may flip again and this time it will have a target. This exercise is about reflexes, not logic.

WHO'S THE ENEMY



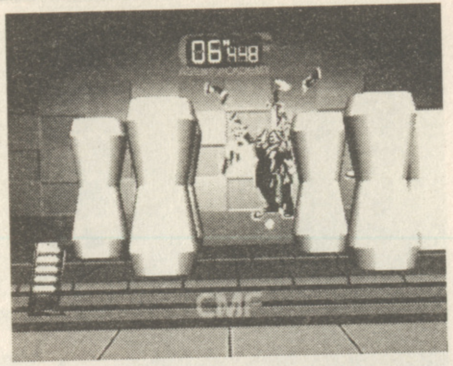
You lose life points for shooting civilians, so take care when they're around. The "Who's the Enemy" exercise isn't actually that helpful for this, but it's good for toning up the reflexes. In the first level, just avoid shooting any civilian targets and you should manage enough points to pass.

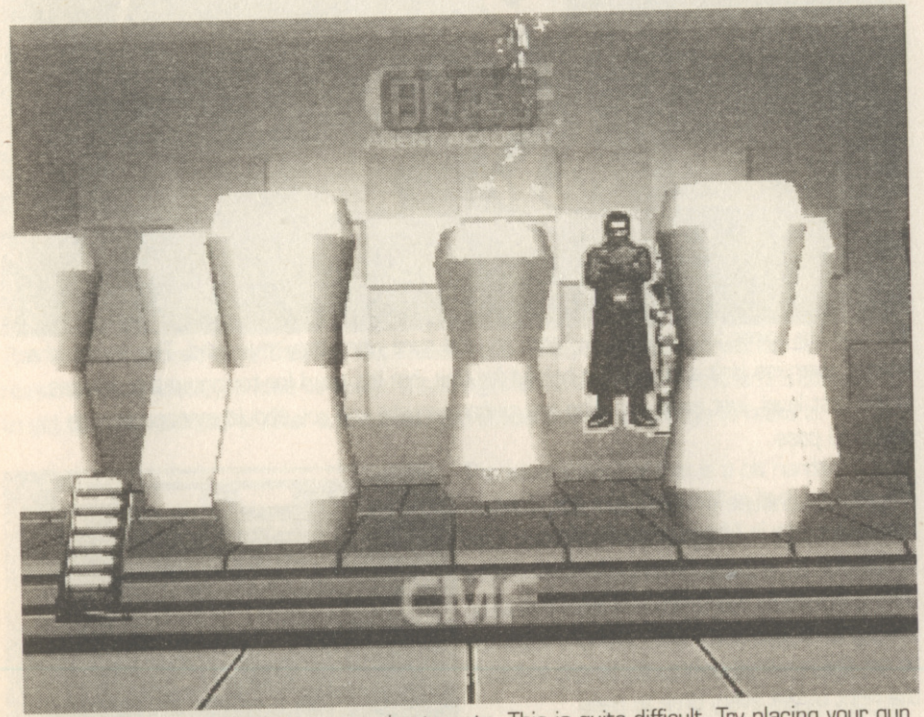
The second level is harder. You've got to hit twenty targets in fifteen seconds. The longer you go without missing, the faster it gets – but if you miss, and it slows down, you won't be presented with enough targets to get the required points. You've got to hit the right target every time to pass.



TIMING

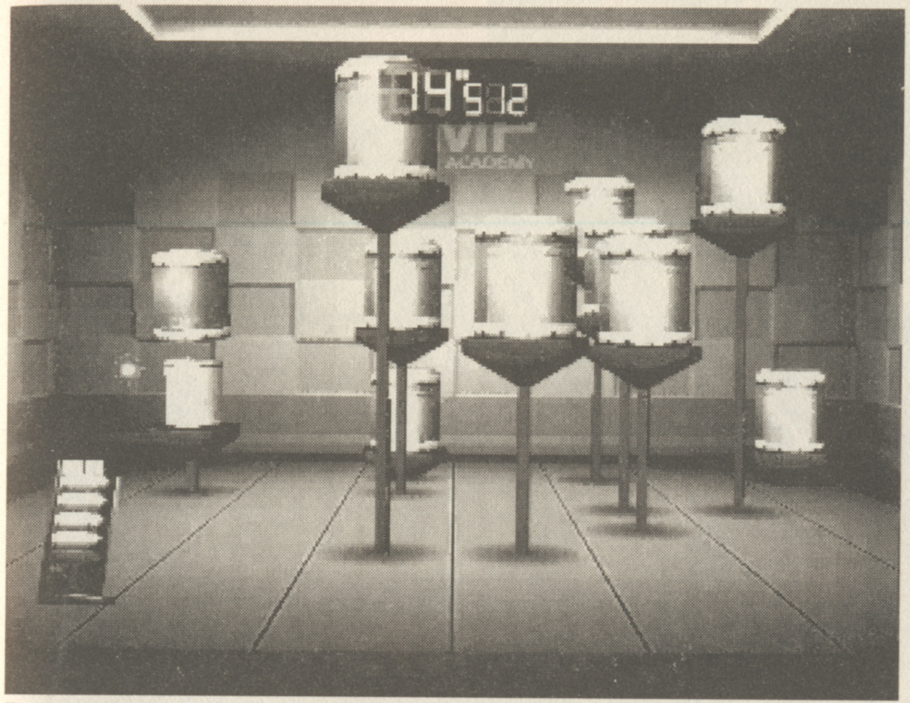
This exercise is one of the harder ones. You have to shoot through the obstacles and hit the targets. If you hit the obstacles, then more targets appear. This bears little relation to anything you have to do during the missions, so don't worry about it too much.





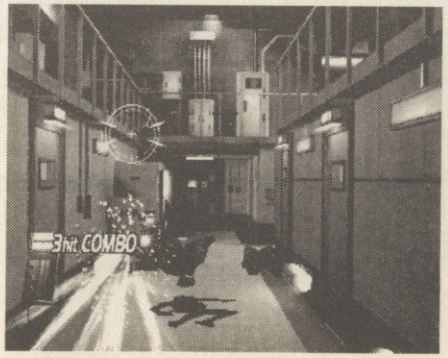
The second level of this features moving targets. This is quite difficult. Try placing your gun right close to the screen and take your time. If you're not careful, you'll only end up with loads more targets to shoot.

COMBO SHOT



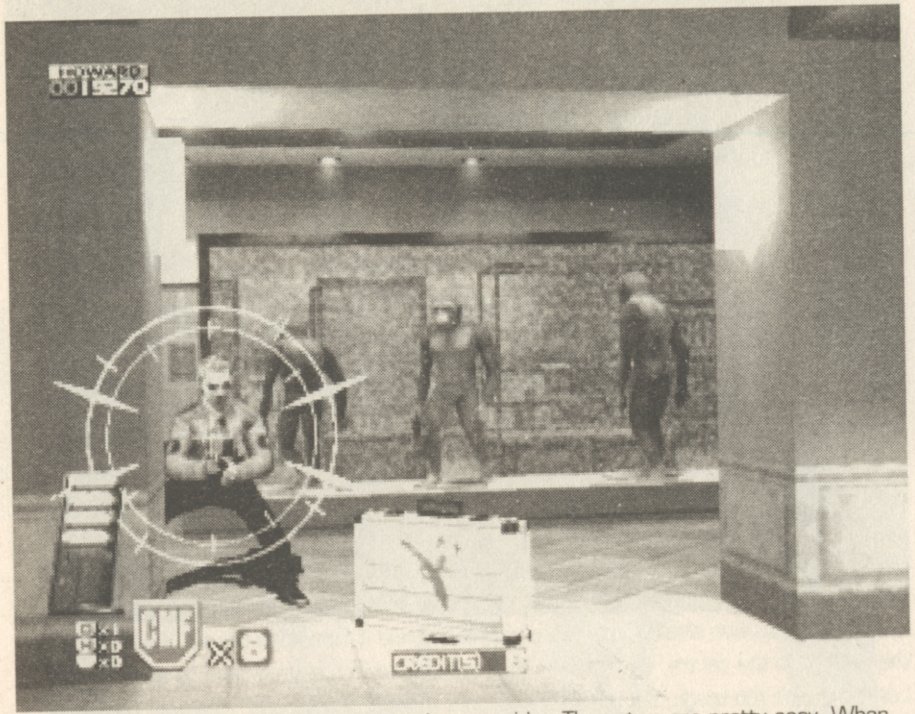
Each target has two shields, and when you hit a shield it flies up in the air. If you don't hit the red ball in the centre, the shields will drop back down and you'll have to shoot again. Level one isn't too tough, but again, the targets move in the second. However, they stop moving when they're hit.

With six bullets in a round, and three needed for each target, you can try to demolish two targets before you have to reload, but that means you can't miss once. You might be better off reloading after each target. Check out the field exercise to see how this is useful in the main game.



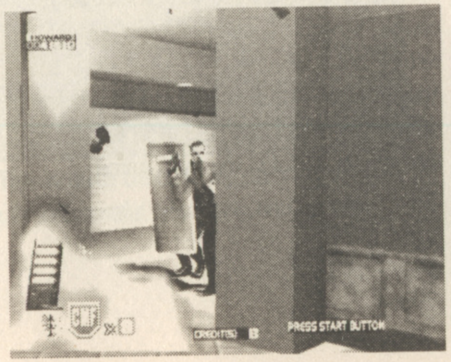
MISSION ONE

The game opens in a museum, where the CMF have set you on the trail of one of the henchmen of the notorious Agares. "You'll never get this disk!" he cries. But you will..

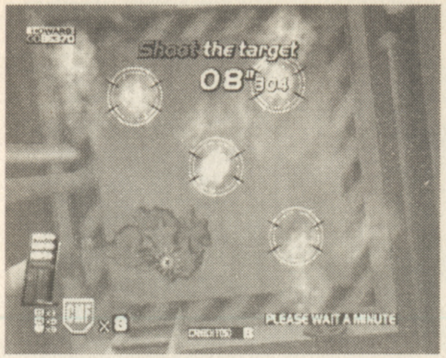


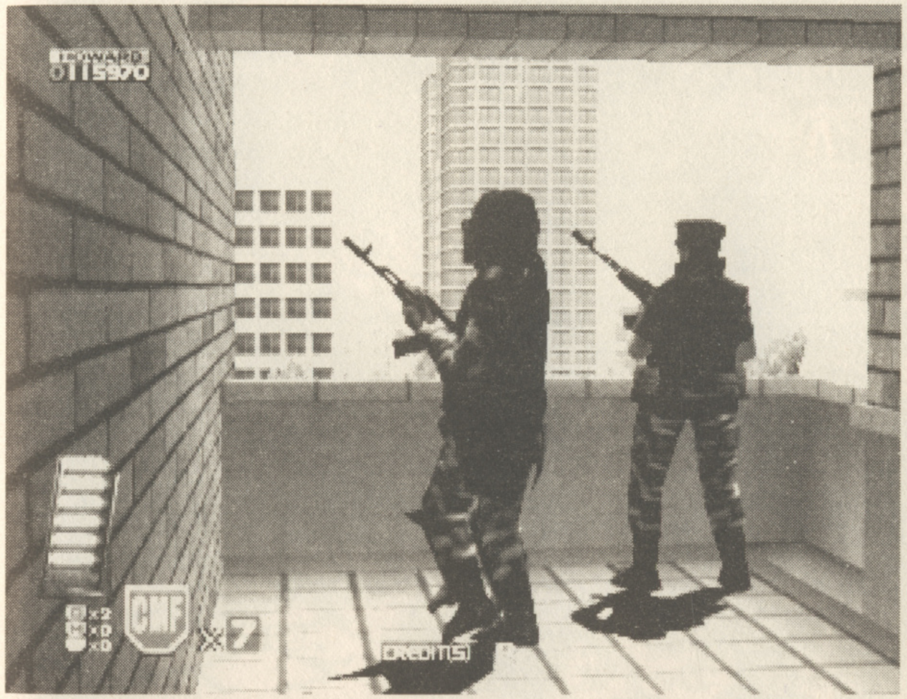
You'll have to clear a small room, then a short corridor. These two are pretty easy. When you reach the room with the display case, shoot the glass in the case at the first opportunity, since there's a bad guy behind it who'll shoot you if you leave him.

In the same room, you'll suddenly spin around to face bad guys attacking from the rear, so be prepared. When you turn back, there'll be more enemies rushing into the display case room. Hit the first one and he'll drop a grenade. Shoot the grenade and you'll take care of everyone behind him.

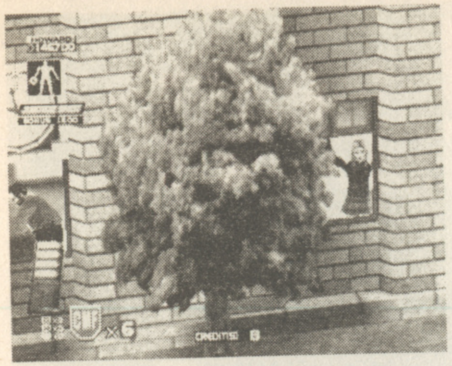


The next room contains the first of five sub-games. Just fire adhesive pellets on to each target to stop the gas: three pellets per target should be enough. Don't take this sub-game too lightly, though: if you fail, you'll fight an extra wave of baddies whilst recovering from the effects of the gas.

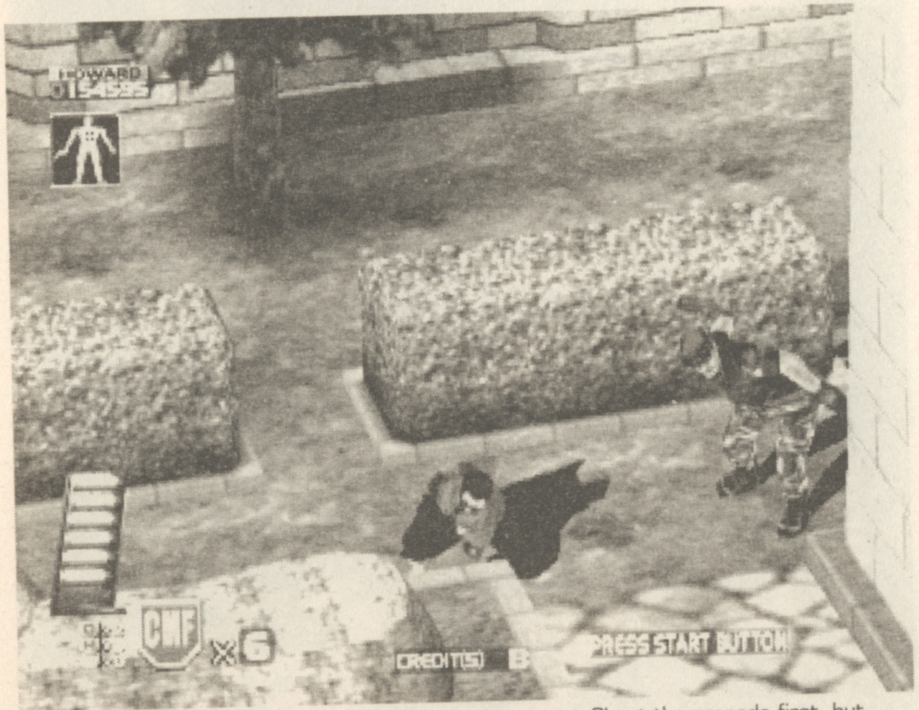




When you get past this section, you'll come out on to a balcony with two soldiers on it. When you shoot them both, you must pick up the assault rifle or you'll find the next bit rather tricky. You're going to have to pick off enemies at long distance, and the rifle is much more accurate.

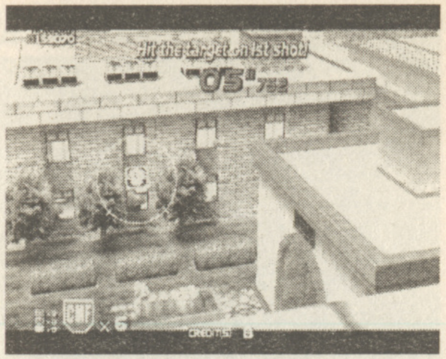

HOWARD
CMF
x6
CREDIT(S) 8

Don't waste bullets with the rifle. If you're careful, you should only have to shoot each enemy once, and the rifle should see off everybody on the opposite rooftop. When you move your attention to the men on the ground, watch out for a civilian in the far right, ground floor window.


HOWARD
CMF
x6
CREDIT(S) 8
PRESS START BUTTON

You'll also be attacked by a bloke lobbing grenades at you. Shoot the grenade first, but make sure you get him as well. If you don't, he'll keep on throwing them, which is really distracting and can be damaging. This is true of all the grenade-throwers in the game, so watch out for them.

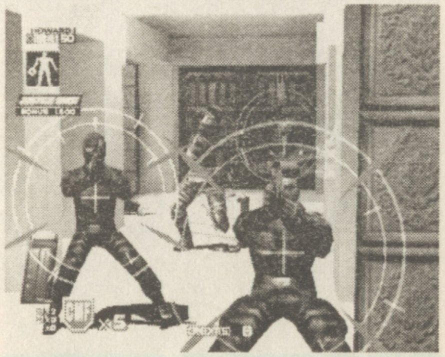
Then there's another sub-game, in which you must shoot a rope onto a moving window. Move your lightgun so it stays focussed on the window, rather than waiting for the window to pass in front of the lightgun. Fire when ready and hope for the best, but remember, you only have one shot.

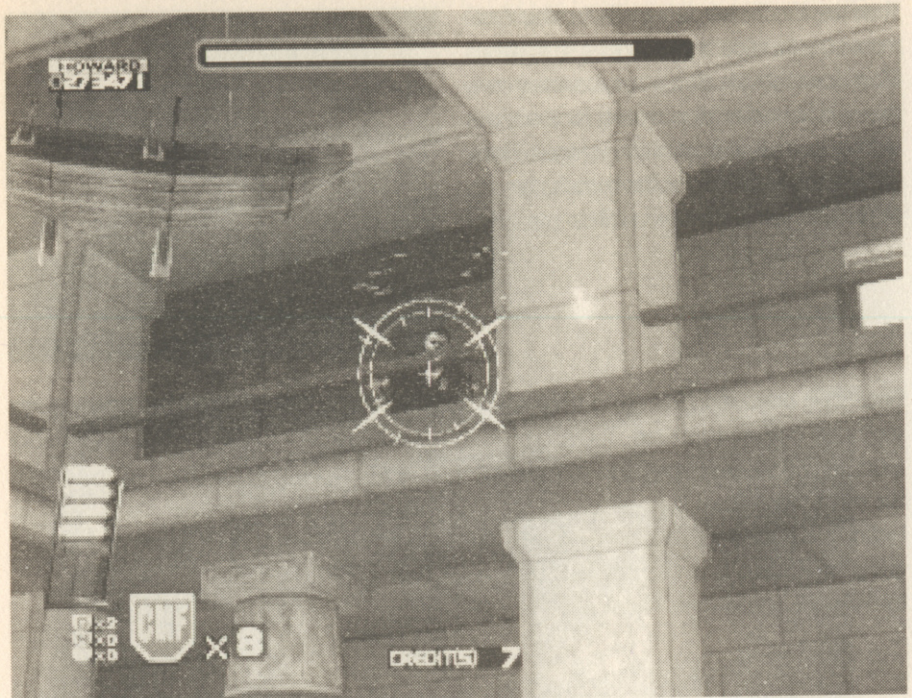

Hit the target on 1st shot!
05
CMF
x6
CREDIT(S) 8

Depending on your success with the rope, you'll take one of two routes. There's not much to choose between them: if anything, the route that follows success is harder. Hitting the rope target is useful if you're going for a high-score. If you're just aiming to finish the game, don't sweat it.

DEMO (1: 71: 178: 0)
Let's move now!
x6
CREDIT(S) 8
PLEASE WAIT A MINUTE

Both routes involve your first encounters with large groups of enemies. Don't waste bullets: if you have to reload when there are lots of enemies on screen, chances are they'll have time to shoot you. Whatever happens, you'll end up at the building where the boss is hiding out.

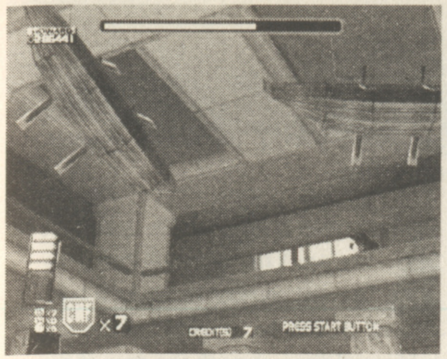

CMF
x5
CREDIT(S) 8



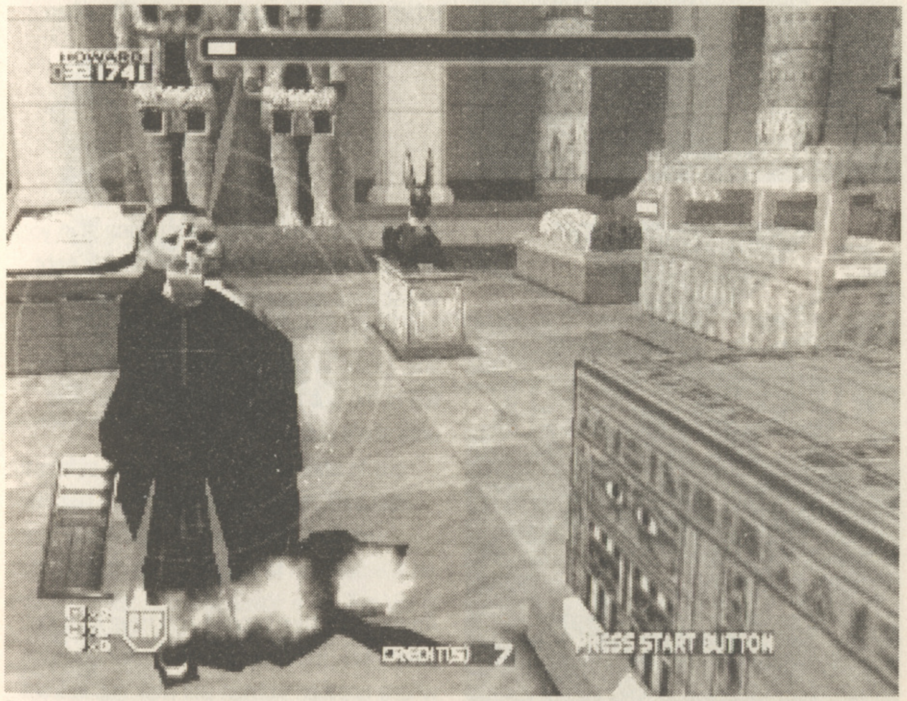
The boss of this mission is an ugly geezer in a blue suit, the one that you've been following. Although you'll be attacked by other things, the mission is complete when you defeat the boss, so shoot him at every opportunity, even when he's scurrying between obstacles.

CMF
×6
CREDIT(S) 7
PRESS START BUTTON

First, the boss will run around the balcony at the top of the relic room. Then, he'll jump down, whip out a little remote control and start activating evil devices. Often, you can stop him from operating his devices by shooting him, but sometimes he takes cover and you don't get a chance.



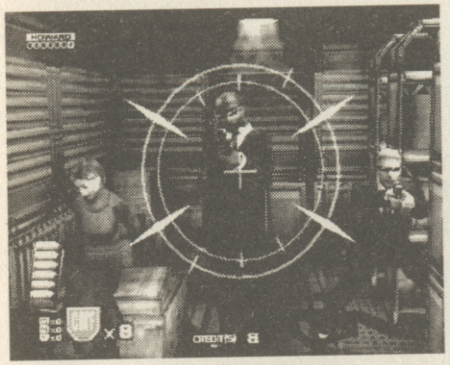
At one point, the boss will make boats swing down from the ceiling and smash you in the face. Hit each boat three times to smash it, and be immediately on your guard for another. The most troublesome devices are the guns that pop out of the wall, and especially the rockets they launch.



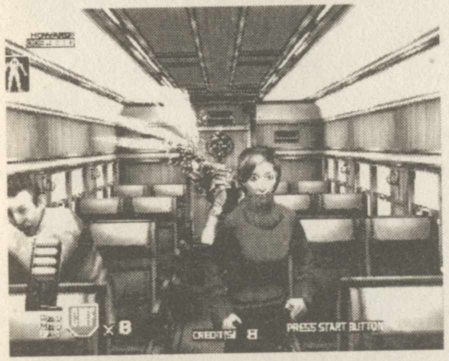
Don't shoot the launchers, go for the rockets (although you can destroy a launcher with the rockets still inside if you're quick). Eventually, you'll spin round to shoot a soldier at the door, and the boss will creep up behind you. When you turn back, get one last shot in to finish him off.

MISSION TWO

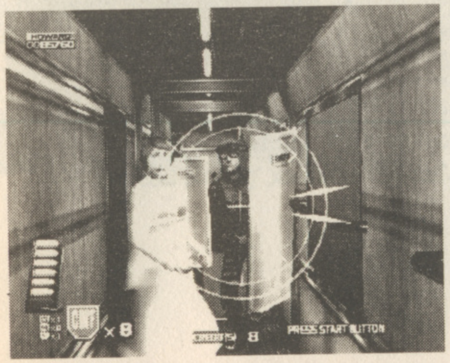
The evil organisation behind the satellite hijack doesn't have any programmers of its own, so they've kidnapped a young, attractive Russian one. As you'd expect, it's your job to rescue her


HOWARD
x 8
CREDIT(S) 8

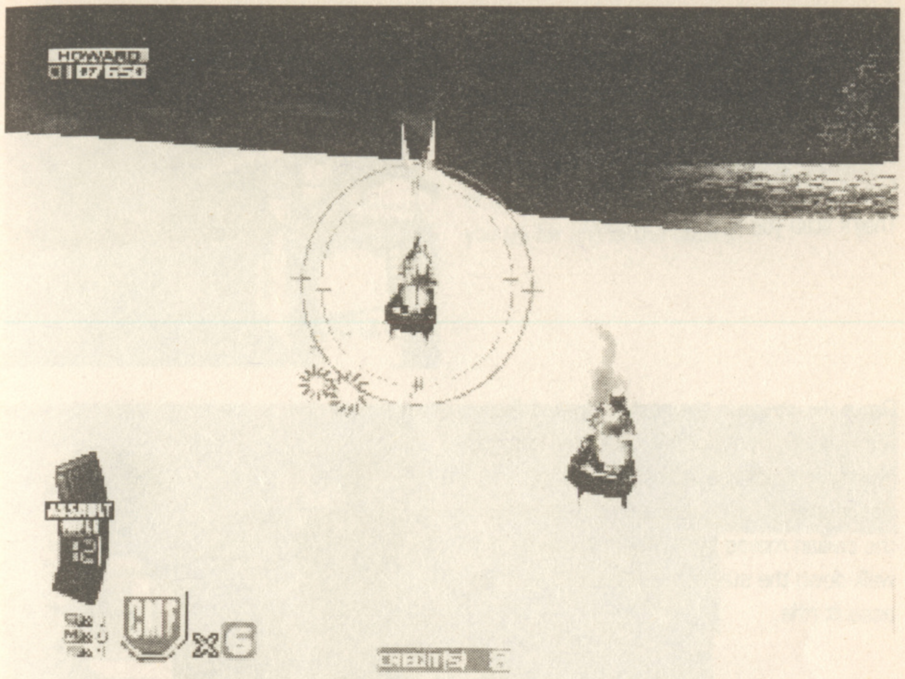
The first room is fairly simple. Just don't hit Irina – she won't die, but you'll lose a life point. The next corridor has quite a few civilians around, so be careful of them. A soldier will come through the door at the other end and drop an assault rifle when shot. Pick it up!


HOWARD
x 8
CREDIT(S) 8
PRESS START BUTTON

At the door, you'll turn round. Irina is in your way. Quickly shoot the baddie on the right whilst Irina is running away, then go for the one in the aisle when she's out of your firing line. Down in the next area, a civilian woman will come out of a compartment, so wait until she's out of the way.

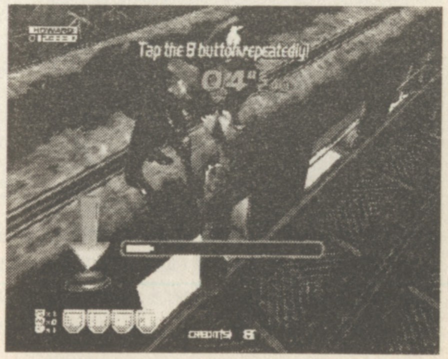

HOWARD
x 8
CREDIT(S) 8
PRESS START BUTTON

Again, you'll turn around and have to shoot past Irina. You'll move to a similar corridor, where another woman will walk out in front of you. The bit where you turn around here is where you're most likely to hit Irina, so be careful. You could really do with getting the assault rifle here.

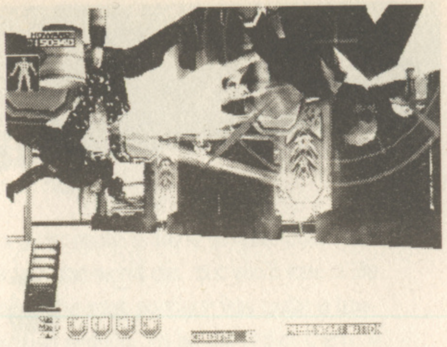

HOWARD
0107650
ASSAULT RIFLE
12
x6
CREDIT(S) 8

Here's why you need the rifle. The ski bikes are tricky targets, so only go for the ones that are actually going to shoot you. At one point, two snipers will fire at you from the end of the train. Shoot one on the left and he'll drop his rifle. Don't shoot the other one 'til you've picked the rifle up.

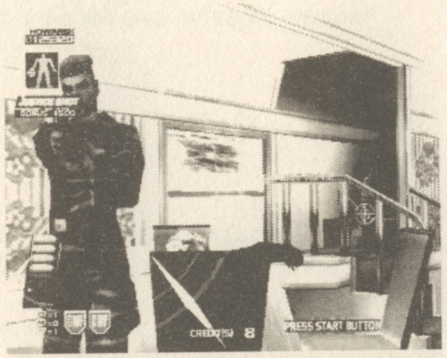
After this, Irina will fall off the side of the train and you'll have to save her. This sub-game requires incredible skill, and only gamers with the sharpest of reflexes will be able to... No, actually, that's a lie. Tap the B button continuously to pull her up. Just tap really fast. That's it.


HOWARD
Tap the B button repeatedly!
04
CREDIT(S) 8

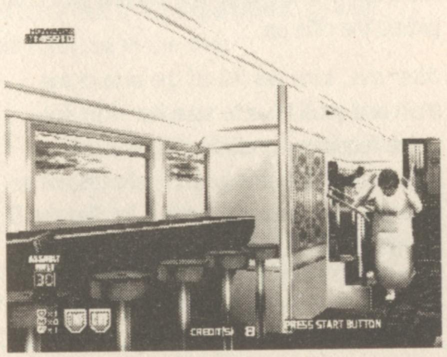
Don't be put off by the upside-down section. When Howard climbs inside, watch out for a civilian girl in a miniskirt, who rather stupidly jumps up with her arms in the air. There's also a guy with a knife. There are a few of these here, so be on your guard. They'll stab you in a split second.

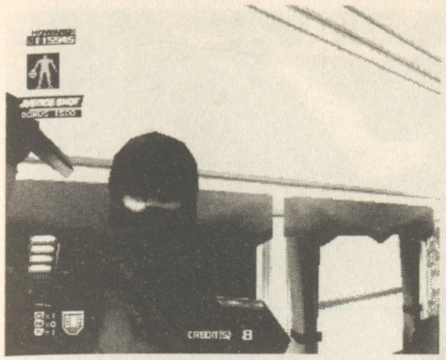


Down the stairs in the next area, a civilian will walk out from the left, just as a bad guy is coming down the stairs behind him. Shoot around him, but watch out for when the civilian moves back. Another enemy will walk down the stairs just after, and drop an assault rifle.

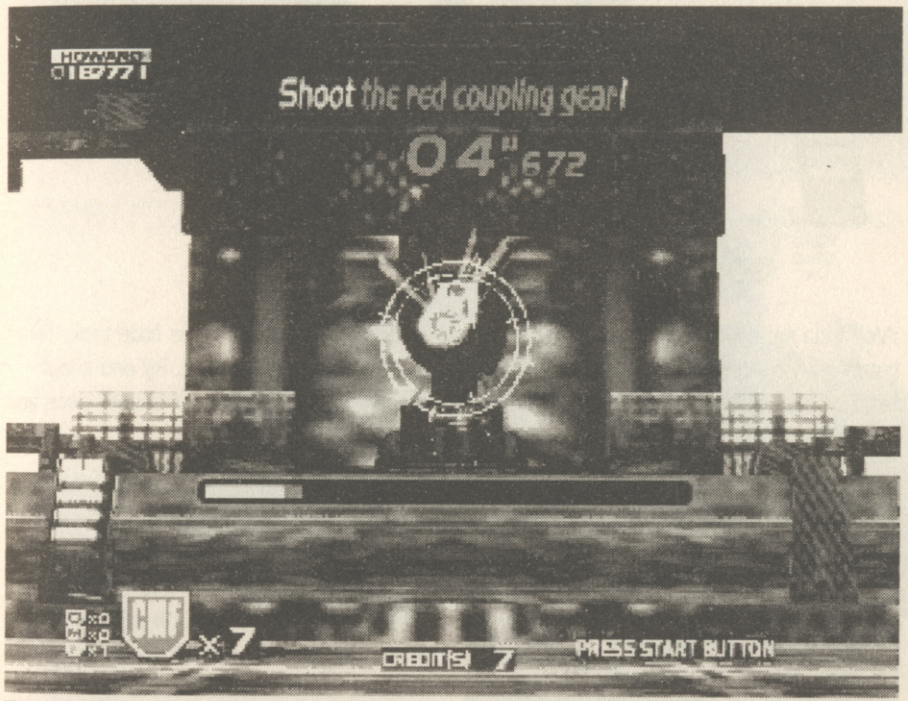


Next, a grenade-chucker pops up from behind a counter and you can't shoot him because there's a woman in the way. You'll have to let him throw a grenade, shoot it and wait for him to return. Irina's in your way again when you turn around. Shoot the soldier behind her the second she moves.

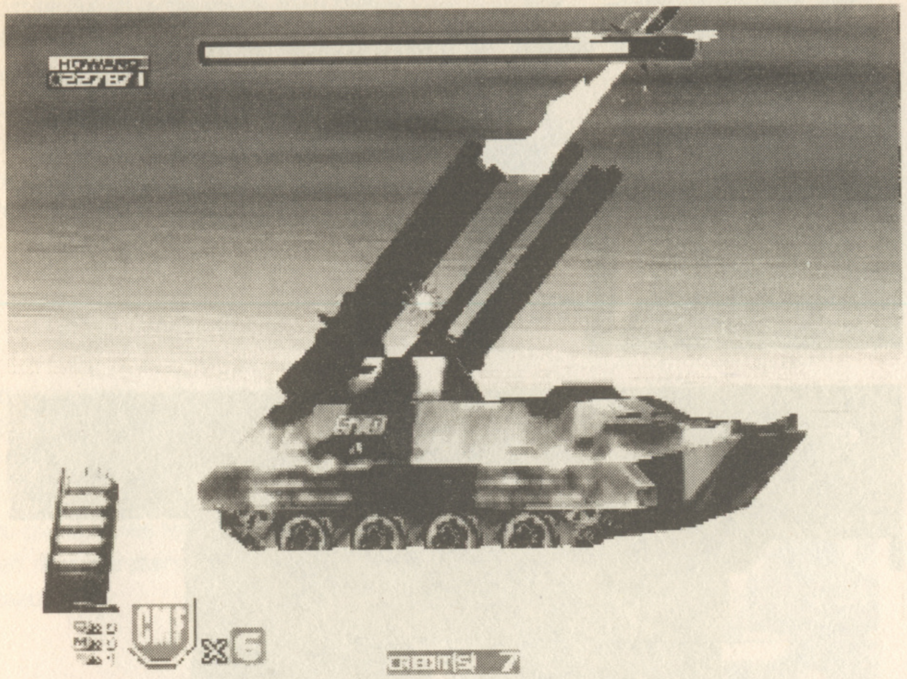




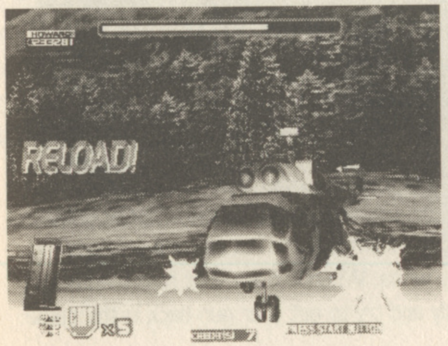
Watch out for another knife-wielding maniac before you move on. The next corridor shouldn't pose any serious problems. When you get out on the roof of the train, there's another guy throwing grenades at the end of the carriage. Try and take him out before you go for any of the others.


Shoot the red coupling gear!

Then there's another sub-game. Shoot the coupling from the train to let Irina escape. You can tell when you're hitting it because it flashes white. When it does, just hold steady and hit it with all the bullets you have. Reload quickly and try to get your gun back in the same position, then attack it again.

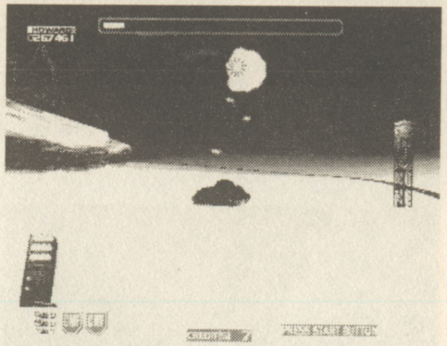


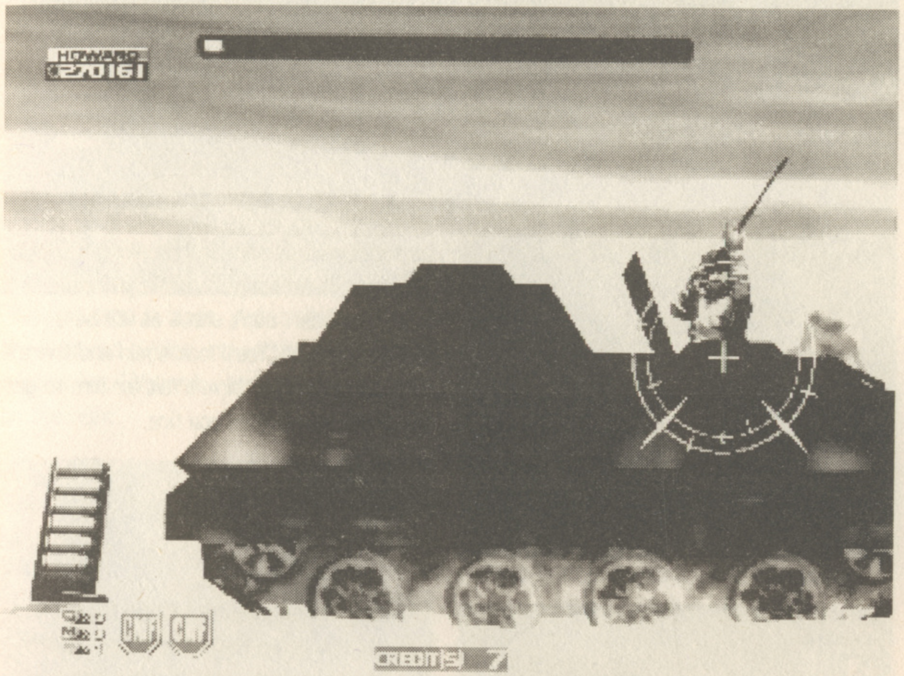
With Irina safe, Agares will get angry and send the General after you in his little tank. This battle comes in several stages. First, the General will fire missiles at you. Try and shoot him as he prepares to fire, then shoot the missiles down. Each missile will usually pass you once before it hits.



Next, you'll face more ski bikes, as well as a helicopter. Deal with the bikes as you did the others, and aim for the helicopter's guns. The 'copter isn't too much trouble, unless it attacks you head-on, in which case it's hard to get a clear shot. There isn't much you can do about that though.

With its back-up gone, the tank resorts to using secondary missiles. These are usually aimed low and hit the carriage you're standing on. If you hit the missiles early, when they're still close together, the explosion of one may destroy some of the others. Always shoot the red missiles first.

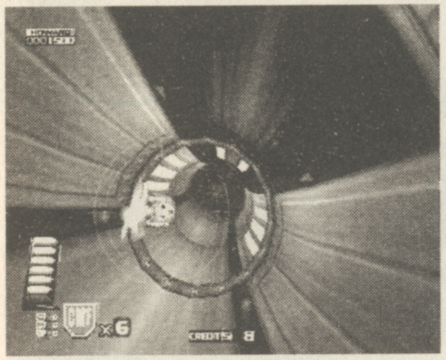




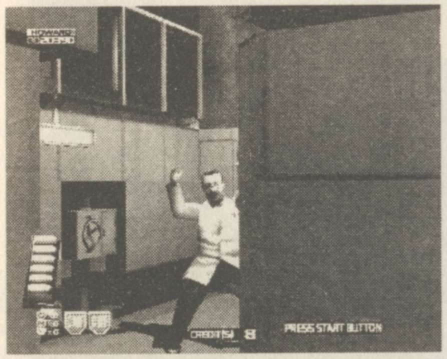
Eventually, the tank will come up alongside and its crew will try and shoot you with rifles. Aim for the crewmen and the tank won't last long, although this will depend on how much damage you did to it earlier. On to the next mission…

MISSION THREE

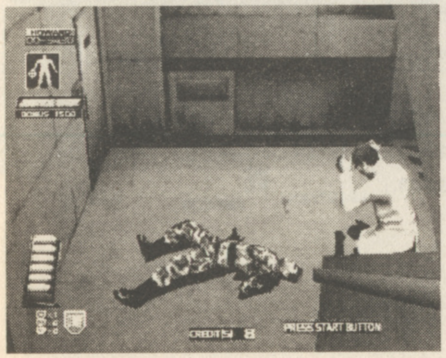
Where there's a super-villain, there's an underground base. Inevitably. Shoot your way through here, grab the satellite control system and you're home and dry



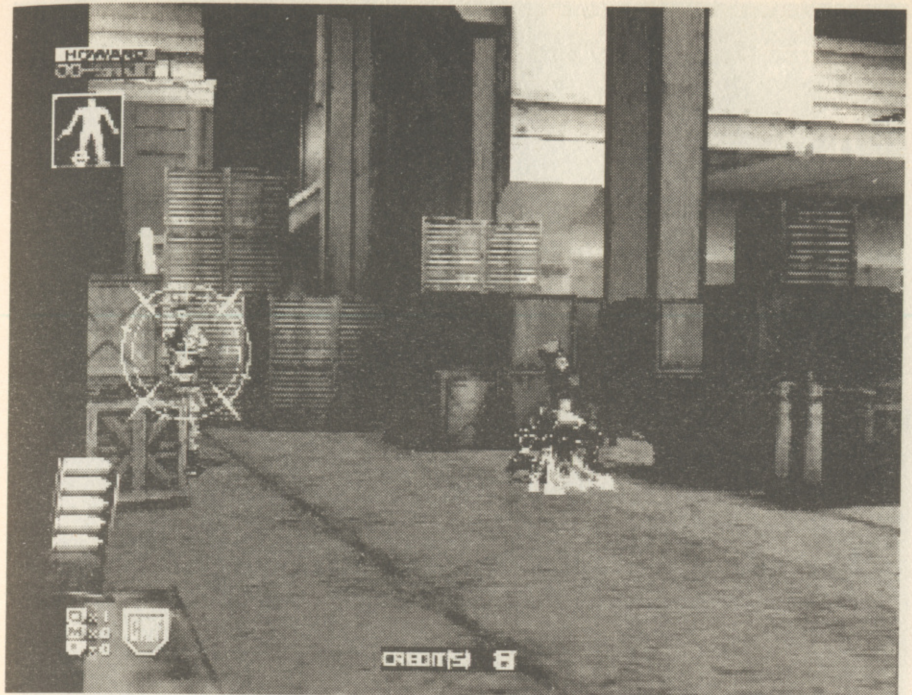
You'll slide through a tunnel, and little gun installations around the sides will take pot-shots at you. Don't be too impatient to take them out, since they won't shoot you straight away and they're difficult to hit from long range. Wait until they're in the middle distance.



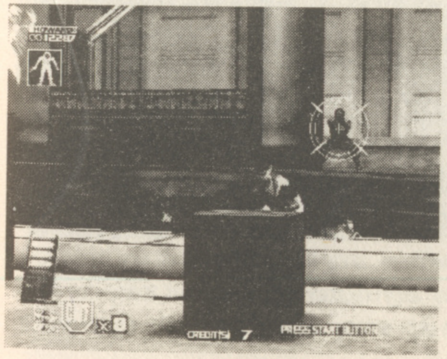
You'll then drop down, complete a straightforward room and go along a short passage. There's a point when you peer round a corner: don't shoot as it'll be a civilian scientist. You'll look again and there'll be a soldier behind him. Wait for him to get out of the way before you fire.



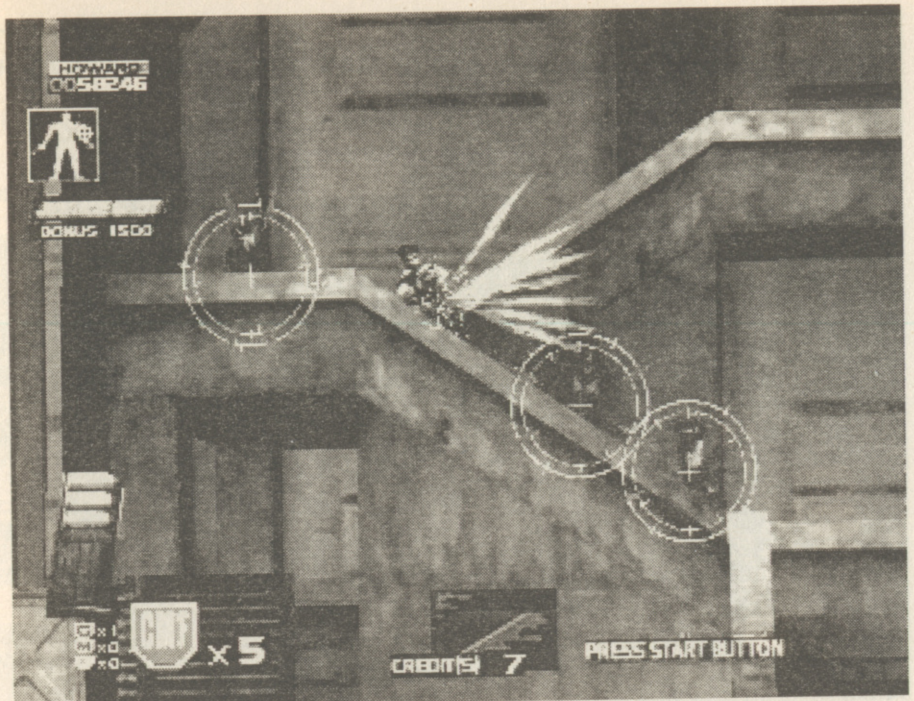
The stairwell section that follows is not too difficult, but again watch out for a scientist. You'll see him once running down the steps, again when you catch up with him at the bottom, and you'll see him escaping when you turn just before the door.



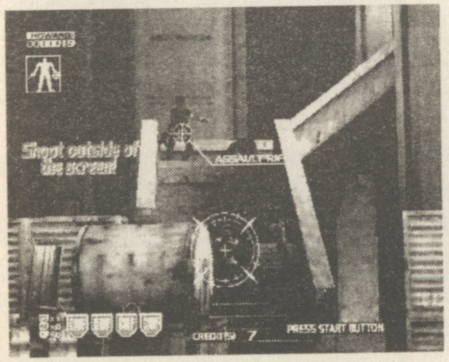
The next area is large, and easily the most difficult in the game. Pay special attention to the coloured circles around the enemies: you can't be sure that the first to appear will be first to fire. When you emerge, for example, shoot the soldier on the left first, not the one on the right.



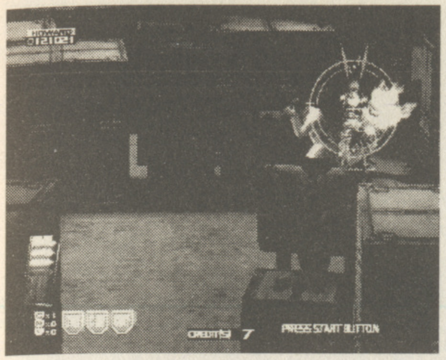
Watch out for the enemies with the rocket launchers in this room. They're like the grenade throwers, only worse because the rockets are harder to hit. You'll probably have to resign yourself to taking a hit or two in skirmishes like these.


HOWARD
0058246
BONUS 1500
CMF
×5
CREDIT(S) 7
PRESS START BUTTON

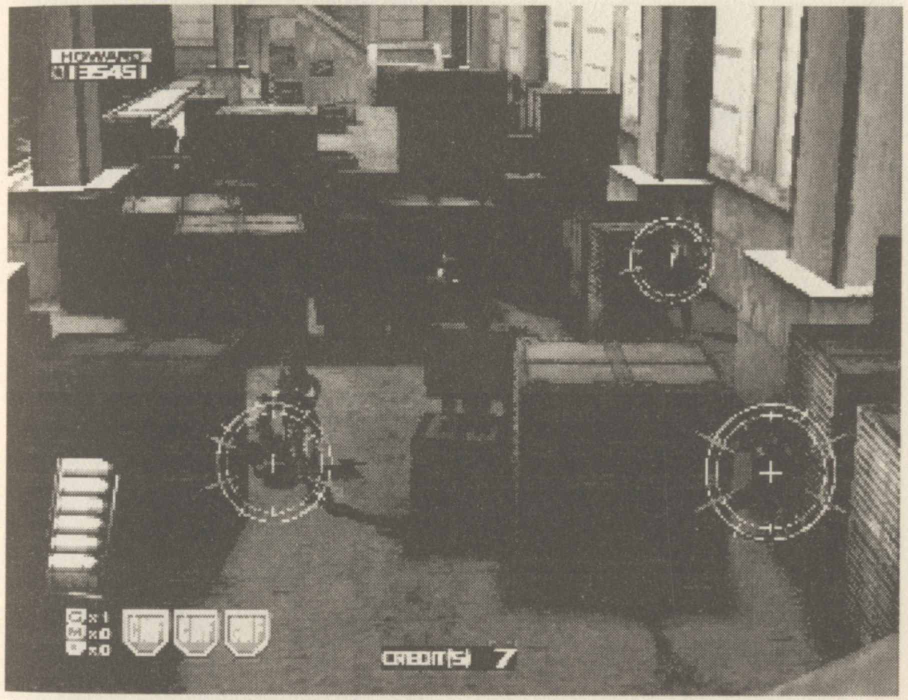
You'll then face a long line of baddies on a gantry, a few at long range and a stairwell full of enemies. Watch out for a scientist that pops out from behind a crate. You'll maze through some more crates, and glimpse another scientist. Watch out, because he'll be there again at the next turn.


HOWARD
Shoot outside of the screen!
ASSAULT RIFLE
CREDIT(S) 7
PRESS START BUTTON

There's another shootout on a stairwell. The soldier at the back has an assault rifle, which you'll find useful since you have to do a little more long-range shooting before you go up the stairs. Just when you thought you were getting out of here, you turn around and…


HOWARD
CREDIT(S) 7
PRESS START BUTTON

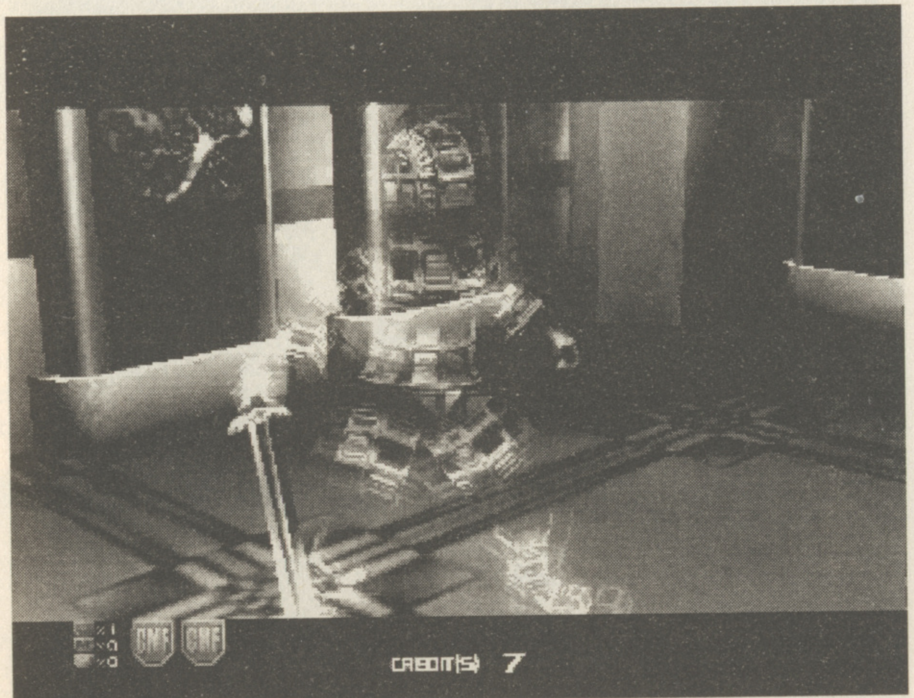
There are bad guys everywhere. First, take out the one with the rocket launcher. There's another on the far right who'll be blocked by a scientist, so watch that. The same scientist causes you problems again a few moments later, and then there's another rocket launcher to worry about.


HOWARD
0135451
CMF
CMF
CMF
CREDIT(S) 7

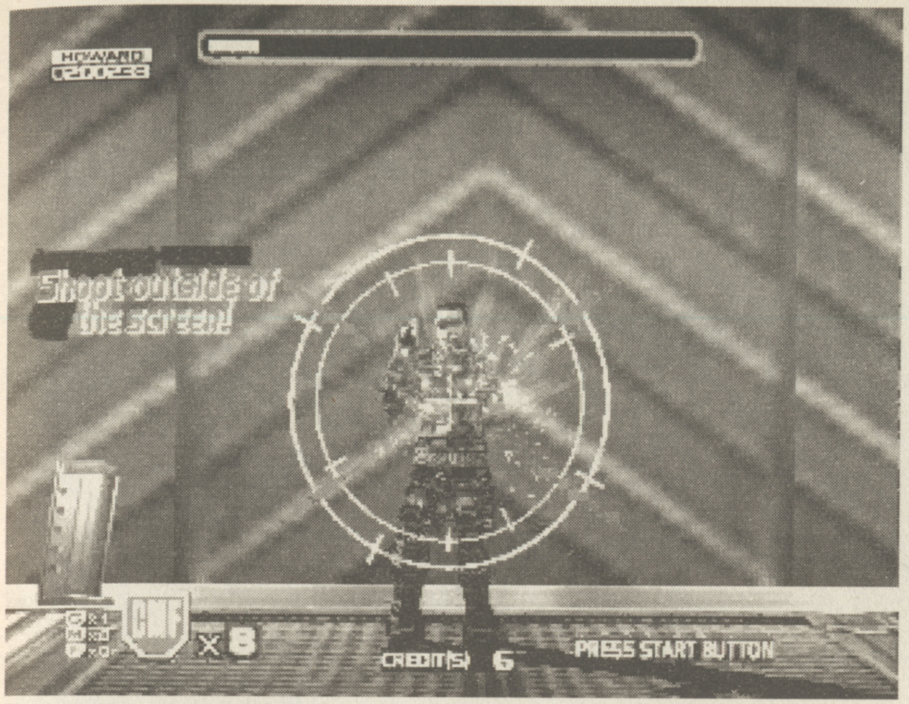
Just when you thought they'd all gone, another bunch crawl out. Pick up the body armour when you shoot the guy in the bottom right, and watch out for a number of enemies standing at long range. When this is done, you're able to move on to the final stage – Agares.

The first weapons Agares will use are splinter grenades. These just sit there on the floor until they explode. Then he'll leave himself open to try and shoot you, so shoot back. His other attack is a hail of homing missiles. Three of them will lock on you, so shoot those and ignore the rest.

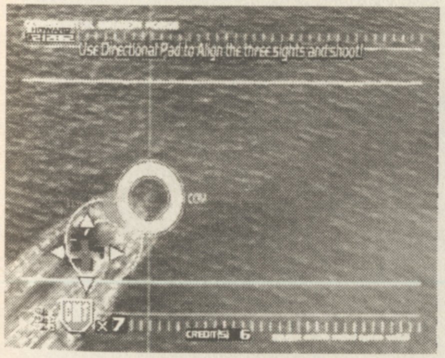
HOWARD
CREDIT(S) 7



After a few hits, Agares will try a new tactic: turning invisible. He'll deploy little rocket launchers on the floor. Concentrate on the launchers, not the rockets, or they'll just keep firing. Again, unless you're quick, you'll just have to accept the loss of a life point or two.


Shoot outside of the screen!

The best chances to hit Agares are when he whiteouts the screen. When this happens, he'll appear at your left or right side. Aim quickly and shoot him before he uses his sword. Eventually, he'll become visible again, and you'll get a chance to pummel him. After several shots, he'll go down.


Use Directional Pad to Align the three sights and shoot!

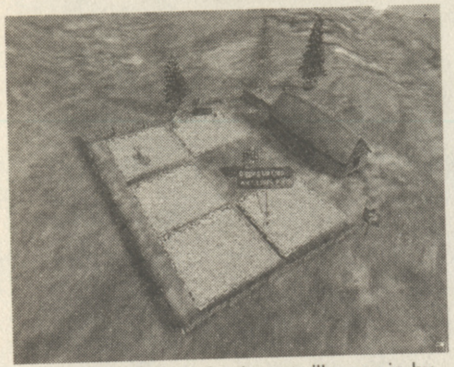
But it's not over – he escapes to a submarine, and you tackle a final sub-game to finish the mission. Align the gun-sights and destroy the sub. This isn't that tough and you can afford to take your time. Once you've done it, congratulations! You've made that Bond feller look like an amateur!

BLACK & WHITE

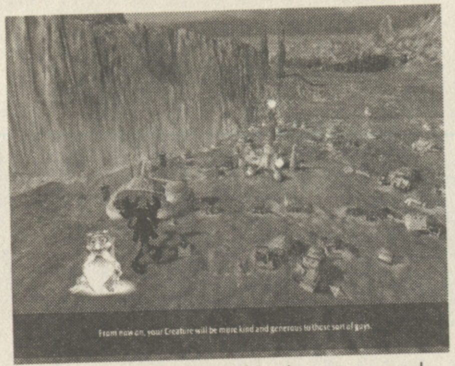
In Black & White the world of Eden can be a confusing place. Whether you're trying to cope with your own personality crisis or the unsociable antics of a nutty ape, this guide aims to solve your problems. So, just what is the difference between good and evil? Read on to find out.

FOOD

Food is important in Eden and as in our world it comes in different forms. Here's how to make the most of it.



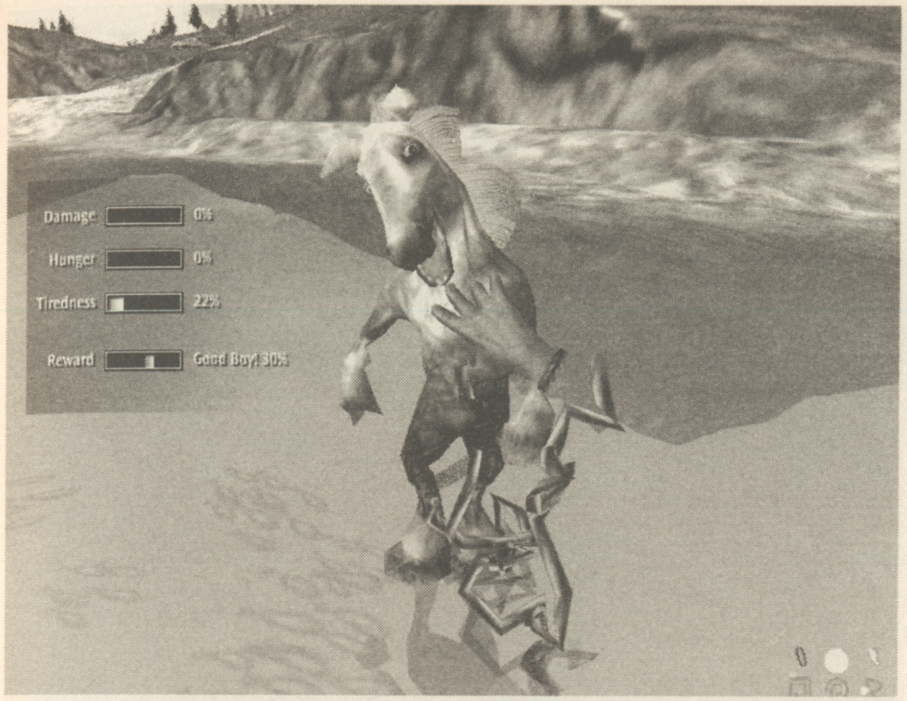
The easiest way to feed your villagers is by using fields. Set a couple of disciple farmers up at each field to bring crops back to the village store. Be careful though- too much food creates a desire to breed which leads to a desire for expansion. The input of food into the village store has to be just right.



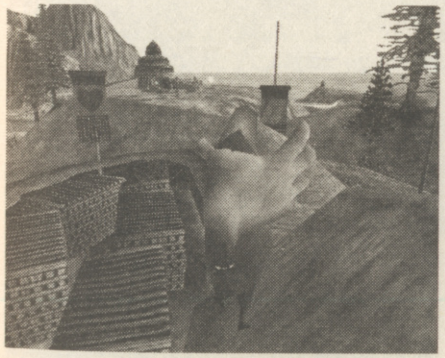
From now on, your Creature will be more kind and generous to these sort of guys.

If there isn't enough food in the store people will start complaining. A quick and effective remedy for this is to use the food miracle, but beware; too much usage does encourage the villagers to be lazy. On the upside, if your creature sees you casting a food miracle, he'll learn and eventually start doing it too.

Villagers worshipping at the temple need to be fed too. Unfortunately it's impossible to get villagers to deliver food there, so you have to do it yourself. The best way is to return to the temple regularly and cast a food miracle into each worship site when the food desire flag is high. Don't produce too much though, large amounts get eaten at exactly the same speed as smaller portions.



If a village is near the sea it may be near a fishery. If this is the case create a couple of disciple fishermen by dropping villagers on the beach. Alternatively pick up the fish yourself and drop them straight into the village store.

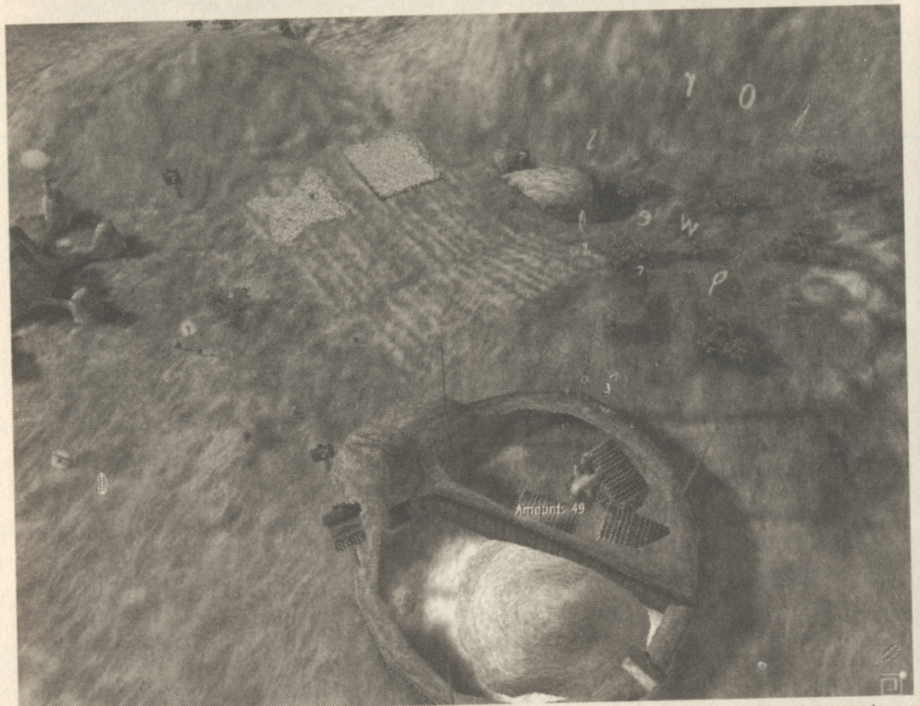


Villagers can eat most living things. In emergencies top up the store by dropping animals such as cows, sheep and pigs into it. However, remember to leave a few so they can reproduce allowing the cycle to continue.

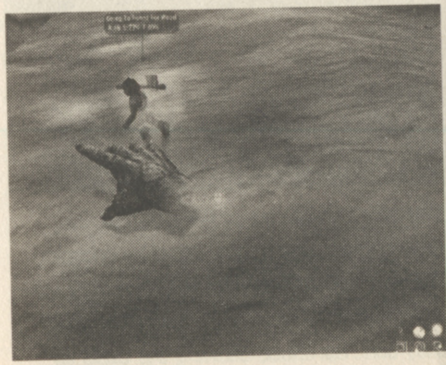
If a crop field is empty, try watering it to make it grow faster. If you're lucky your creature will copy you. Sometimes just one water miracle can yield an entire new crop. Remember also that the longer you leave a field the larger the grain yield.

WOOD

Wood is needed to build new homes and business buildings for your villagers and is basically the most precious substance in the game.

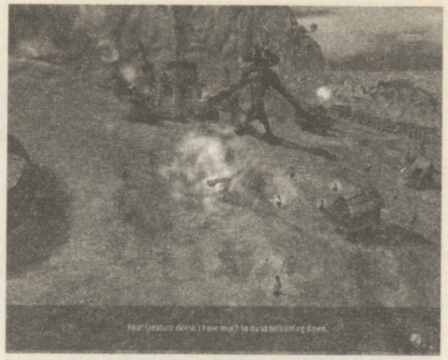


In order to expand you need wood. In the short term you can satisfy this desire by casting a wood miracle on the store. Eventually though you're going to need the villagers to find wood for themselves or they will become unhappy.



Create a couple of disciple foresters to chop trees and carry wood back to the store. Do not create too many though. A handful of these guys can wipe out an entire forest in minutes and that is not what you want. The key to handling forests is to leave enough of it so it can grow again to provide a constant source of wood.

Water the smaller trees so that they grow faster and make sure your creature sees you doing it. Sadly foresters aren't so smart, they tend to chop down the smaller one's first so that your finely balanced ecosystem is destroyed in seconds. If possible, get your foresters to work an area of land with fully-grown trees to avoid any unnecessary mishaps.



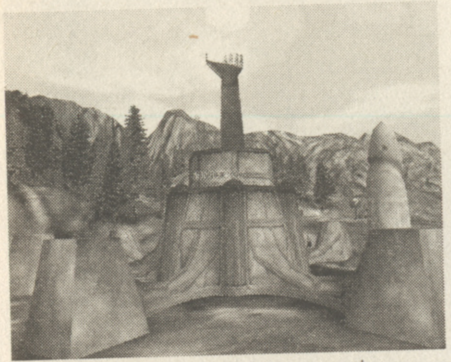
The nature miracle creates an instant forest but it's not as good as it seems. These forests need constant worship to maintain growth and if you have only a few villagers the trees disappear after only a couple of seconds. If you're really desperate for wood, try quickly darting outside your territory to grab some.

Trees can be picked up and dropped straight into the village store or the workshop. An even more direct approach is to drop trees straight into a building that's being constructed. Remember too that you can actually throw trees across the landscape to their intended supply location - although this does take a lot of practice.

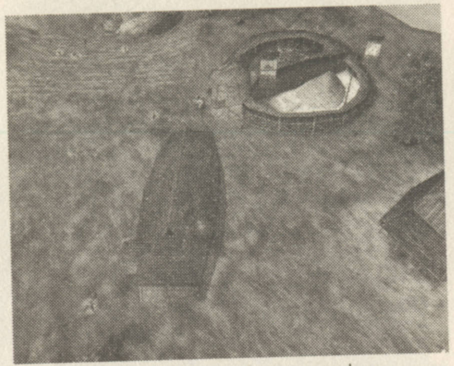
Always keep an eye out for any loose piles of logs dotted around a village and recycle them back into the village store. Don't forget about fences either; they may not have much wood value, but there are always plenty lying around.

EXPANSION

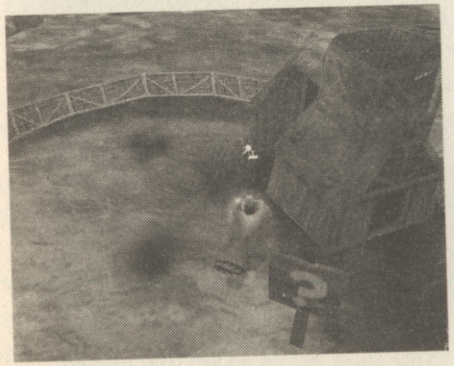
Expansion is the key to the game. The more you expand the more powerful you become and the further your influence spreads. Follow these expansion tips.



By holding the mouse pointer over the village centre you can see how large your population is. When the number on the left is more than the one on the right expansion is necessary. The villagers themselves also let you know by shouting their needs. You can check the expansion flag on the village store too.

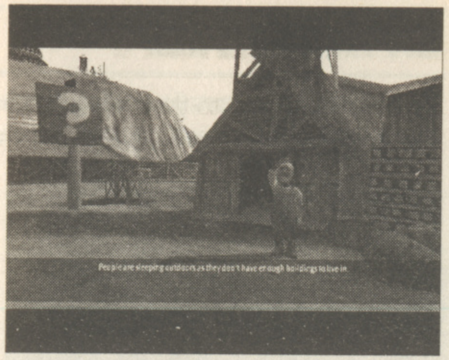


Different buildings are constructed depending on where you place the scaffold and the current needs of the villagers. You can sometimes get better homes (especially two scaffold ones) by trying different locations. Various civic buildings also appear under different landscape conditions.



The workshop needs a very large supply of wood to produce scaffolding. It's a good idea to set a couple of disciple craftsmen working there to make sure scaffoldings are constantly produced. Sadly the villagers can't actually use them so make sure you visit workshops often to pick up scaffoldings that are ready.

The right balance between breeding and expanding is very hard to achieve. Simply increasing your population with breeders can produce a lot of homeless people and a lot of unhappiness. Also, make sure there are plenty of jobs for your villagers, but above all ensure everyone has a home.



People are sleeping outdoors as they don't have enough buildings to live in.

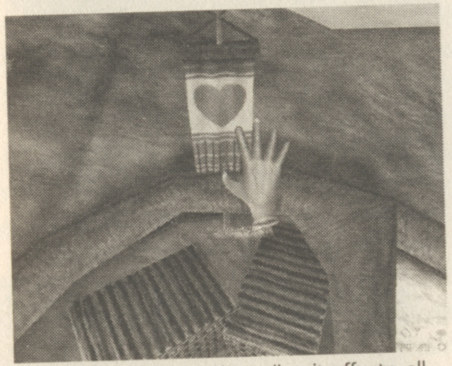
If a scaffold is still visible after you've placed it, you can pick it back up and move it to a new place. This means you damage existing buildings to make the scaffold appear and then move it to a different location. Try and reduce walking distances to important buildings and keep your village as compact as possible.

Be careful that you don't expand too much. Apart from being a terrible drain on wood and food supplies, the sheer number of buildings means your creature can't actually reach certain areas. If this ever happens cast a reduce or enlarge miracle on your creature to solve the problem.

BREEDING

It's not difficult to get your villagers to breed but controlling the speed of reproduction is.

The easiest way to breed is to create breeder disciples. Male breeders will impregnate more than one woman at a time, which is handy if you need the population to increase quickly. Female breeders on the other hand will only mate with one male and are pregnant for nine months before they can reproduce again. Selecting female breeders is generally the more controlled method.

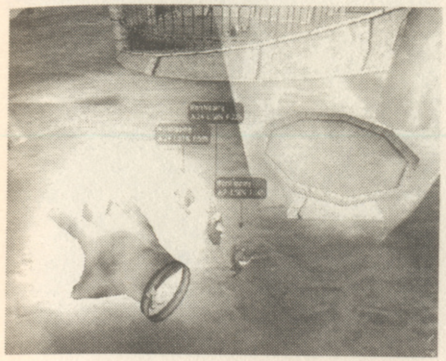


When villagers start breeding it affects all other desires instantly. Consider whether you really need that village to breed. Are there enough supplies nearby to cope with the extra humans? It's usually better to keep just one village as a breeding ground and then simply transfer disciples where and when they're needed.

As an evil god you can breed excess children for sacrifice or as a very nourishing source of food for your creature. Good gods wouldn't even consider this as an option though... Would you?

WORSHIPPING

Worshipping creates prayer power and this in turn allows you to cast miracles. It makes sense then to keep your dancing devotees happy.



When a villager worships at the temple he is literally draining his/her own life force for you. You must heal them occasionally even if the sleep desire flag at the worship site doesn't show it. Remember too that they have to eat. Basically worshippers take a lot of looking after, but they're worth it. Without them you have no prayer power.

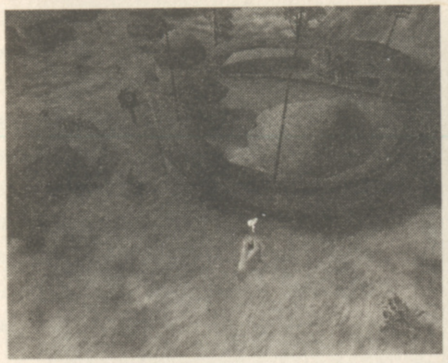
Cast a Teleport miracle near the worship site and another just outside the village. This greatly reduces the time it takes for worshippers to get to and from the site. It's also a very handy shortcut during the construction of the worship site. Ideally you want about ten percent of your population at the site most of the time.

Keep a very close eye on the desire flags for the worship site. If any of these are visible try and lower them instantly. Spiralling fatigue and hunger can lead to some very unhappy worshippers and ultimately, of course, death.

LAZINESS

There's nothing worse than villagers sitting around, chilling out and becoming disillusioned. Get them off their backsides and back to work!

A great way to deal with lazy villagers is to give them a job a long way from home. Trader disciples or missionaries are exceptionally well suited to this kind of situation. Foresters and farmers are also good options if local supplies allow it.

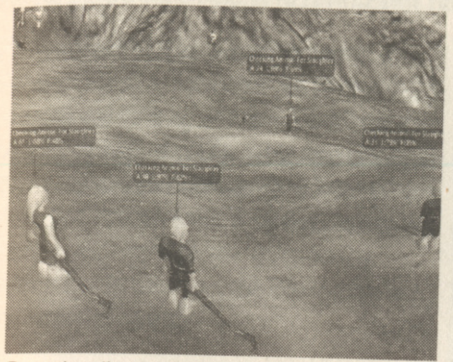


You can pluck lazy villagers from one town and place them in others as breeder disciples. They'll be thankful for the exercise and will be happier in general. Caution: getting two lazy villagers to breed is not always a good thing as they are far more likely to produce lazy offspring.

Laziness is not always a villager's fault. They may have become homeless through attack or through lack of expansion on your part. Look at the desire flags on the village store and glance around the village to see if there's another reason for their behaviour.

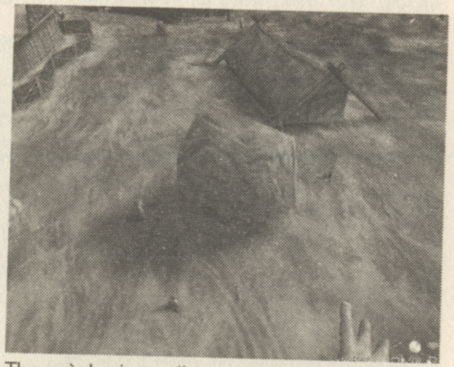
OTHER THINGS

Here's a look at some of the less common activities your villagers get up to...



Occasionally, depending on the size and needs of the village, hunters or even shepherds automatically appear. This is a good thing. Leave them to it because there is absolutely no way you can create these kinds of disciples manually and they seem to slaughter only what is necessary.

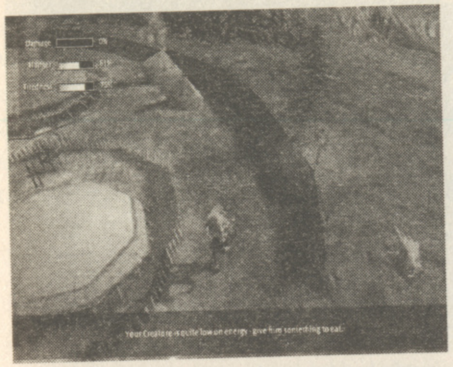
When disciples die they don't transfer their knowledge onto anyone else in the family. It is important therefore to keep checking that people are alive and doing their jobs properly. As a matter of course the elderly should be healed and rested to keep them alive longer.



The crèche is easily spotted because it usually has loads of screaming kids running in and out of it. If you place a rock near the gate to the crèche children start playing around it and eventually it turns into an artefact. You can tell when this has happened because it starts glowing.

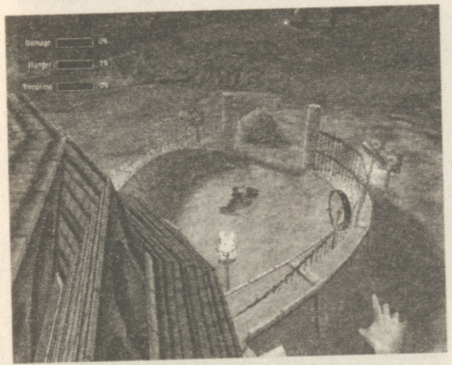
VITAL STATISTICS

So now we move onto the creature. As with any living thing it has basic needs and instincts to help it survive and function correctly.



Your Creature is quite low on energy - give him something to eat.

Energy is very important to your creature. When it runs out it cannot cast any more miracles. In order to charge it up you must let your creature eat and rest. Energy is the only one of your creature's features that should remain high.



If any other statistics such as hunger or tiredness reach maximum your creature will keel over with exhaustion. At this point it automatically returns to its pen to regenerate. If your creature has passed out from starvation you will almost certainly have to feed it straight away. If your creature keeps collapsing it will shrink considerably, although it will eventually grow back after time.

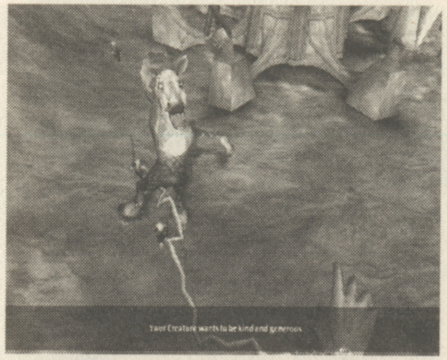
Damage
Hunger
Tiredness

In order to keep your creature's physical strength up it must constantly exercise- have it carry rocks on long journeys. Oddly, your creature does tend to forget things too. So, once it has learnt, get it to repeat the task often to minimise the chance of it forgetting what to do.

MIND GAMES

Although your creature is undoubtedly intelligent its mind works in peculiar ways. Knowing what it's thinking can help immensely.

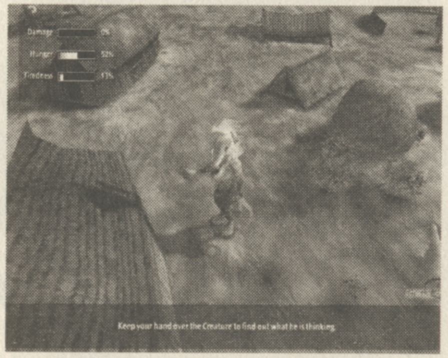
Pay attention to your creature's mood. When angry it's not a good idea to have it close to your village - it might start hurling fireballs around. If on the other hand your little bundle of joy is feeling playful or wants to be kind and generous the village is the perfect place for it to share this feeling. Remember to check out the information in the creature cave too.



Your Creature wants to be kind and generous.

Damage
Hunger
Tiredness

Your creature notices a lot- even when off the leash. When it sees you do something it will note exactly what you did, whether you used anything, and to what or whom you did it to. So, if your creature suddenly starts doing odd things it's basically because you inadvertently taught it to.

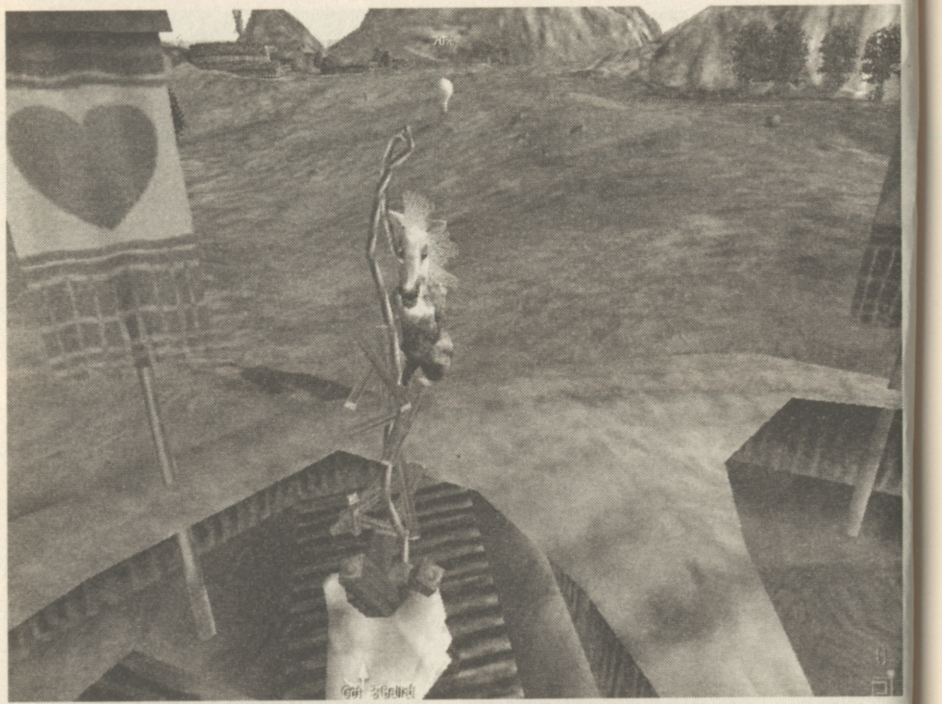


Keep your hand over the Creature to find out what he is thinking.

If a creature is unsure what to do with an object it will throw it over its shoulder. Never punish your creature for this, even if the object it was holding does crush a home or maim a human, it was only a reflex action that never meant any harm. Wait instead until the creature learns how to use the object properly and then reward him.

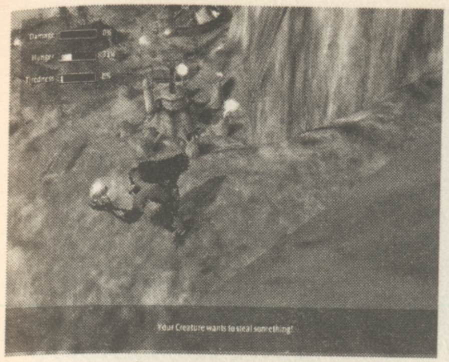
TEACHING AND LEARNING

There are basically three ways that your creature can learn. Here's how it does it...



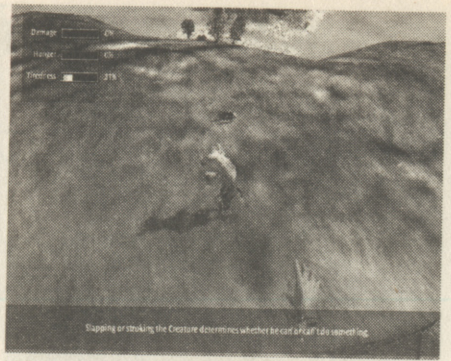
The first learning method is to show your creature what to do. Attach the leash of learning and perform the task you want it to learn. If it understands what you're doing it will point. If you're casting a miracle a light appears over its head.

Don't stroke your creature until it actually performs the task you are teaching it. Stroking a creature for merely noticing what you are doing makes it think that it should just watch and not actually do. Be patient though - some creature's catch on pretty quickly whereas others take forever.



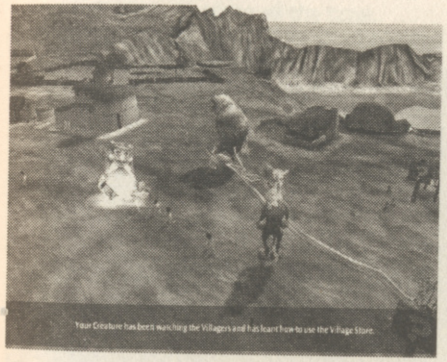
Your Creature wants to steal something!

Another learning method is to let your creature find things out for itself and then punish or reward it. The danger with this method is that it might pick up bad habits while you're not watching which will then have to be stopped.



Slapping or stroking the Creature determines whether he can or can't do something.

When stroking or slapping your creature you have to be very precise to catch it on the action it's just performed. If you are too slow you can actually punish or praise the creature for a completely different action. This is important.



Your Creature has been watching the Villagers and has learnt how to use the Village Store.

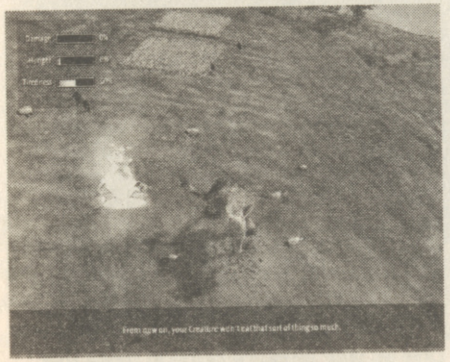
The final way your creature can learn is by watching other gods and creatures. If creatures become friends and start hanging out together they will learn from each other and pick up each other's good and bad habits.

Only let your creature befriend those that are the same, good or evil. An angelic creature playing with a totally evil creature is bound to cause a clash of personalities. If they don't end up killing each other they will almost certainly be a bad influence on each other's normal behaviour.

EATING, SLEEPING AND OTHER NECESSITIES

From potty training to specialist meals. Some creatures have very different tastes to others.

On each land encourage your creature to go to a particular food source and stick to it. In most cases fish is by far the most convenient. Just wait until it eats and then stroke its belly. Your creature should instinctively return there whenever it's hungry. Try to discourage eating if it's not really hungry though- it'll lead to obesity, laziness, bad stomachs and more pooing.



From now on, your Creature won't eat that sort of thing so much.

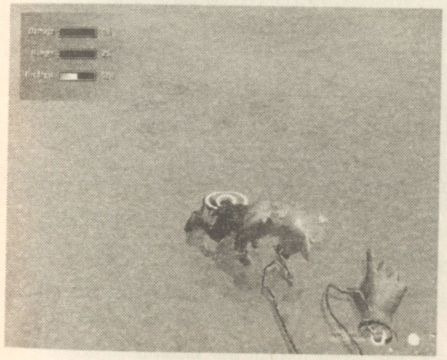
Thankfully your creature will puke up anything that's not good for him. Even so, always give him a quick slap for trying to eat things like trees, rocks and crops from fields that aren't yet ripe.

Pigs, cows, sheep and other wildlife make excellent snacks. Don't encourage your creature to eat too many though especially if the animals on the menu are part of a flock or herd that feed a nearby village.

Creatures automatically sleep when they are tired, however they don't always go to their pen to do so. Try and encourage this by stroking your creature when it rests there and slapping it when it sleeps in the open. Also don't let your creature rest until it's about 75% tired otherwise it becomes lazy and wants to sleep all the time.

Your Creature is quite low on energy - give him something to eat

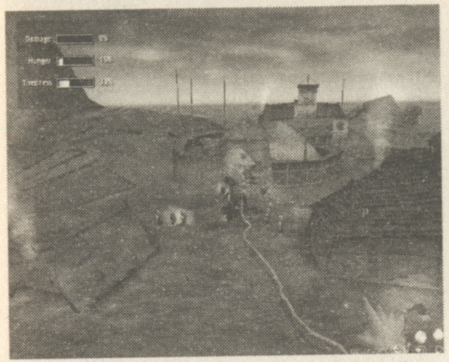
Initially creatures poo anywhere. In fact they seem most happy doing their business up against peoples homes. It's better if you discourage your creature from doing this by giving it a quick slap. When it poos next to trees or other acceptable areas away from humans stroke your creature and it will continue to relieve itself there.



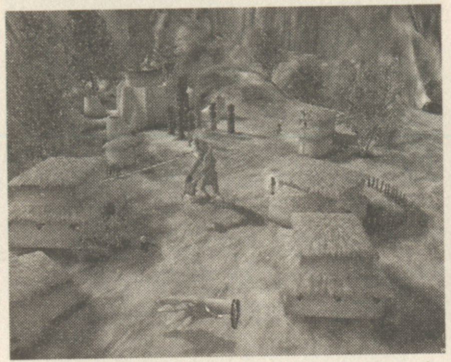
The great thing about teaching your creature to eat fish is that it can drink at the same time. Stroke your creature whenever it drinks water near the fish. If your creature wanders along the beach looking for an alternate water source simply lead it back towards the fishery. Remember too that your creature can drink from streams and rivers in a dehydration emergency.

INTERACTING WITH VILLAGERS

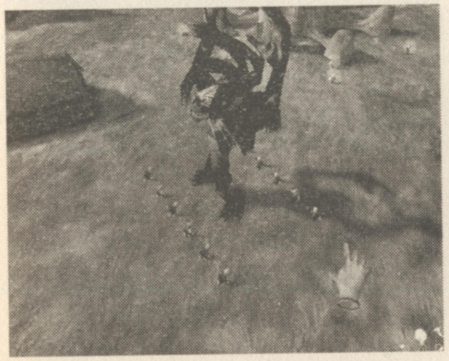
Your creature will view the villagers around him as friends, enemies, food or playthings. Sometimes he gets confused and needs guidance.



A creature can sometimes feel so friendly towards villagers that it will pick them up and turn them into breeders. This can be helpful if you need your population to increase, but it can be a total nightmare if your population is stable. If your creature is creating too many breeders lead it away from the village.



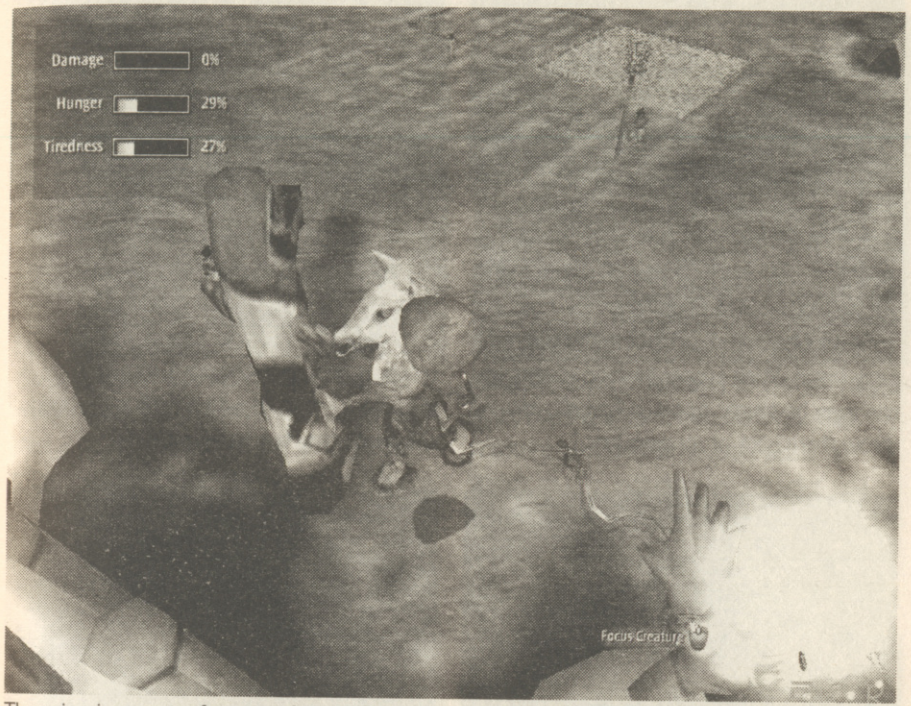
If your creature is angry and hungry there is a very high chance it will eat a villager. Ensure you give it a good slap for doing so (whether you are good or evil) because it's a very bad habit to get into. A hungry creature can literally devour an entire village in minutes, which is very, very bad news indeed.



Dancing is good for your creature and the villagers. To get it to dance lead it into a village with the fluffy leash of compassion and let your creature simply hang out with the villagers. Eventually it should start grooving along with the locals.

MAKING A MESS

Throwing, kicking, catching and generally messing about. Your creature can learn these helpful actions with very productive results.

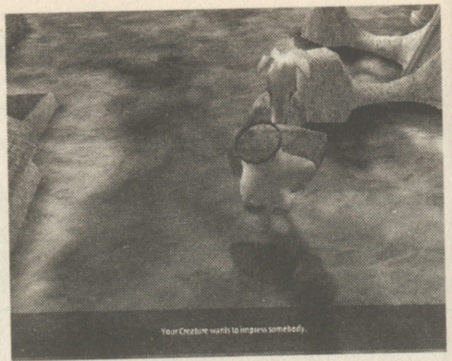


Throwing is an act of aggression so if you want your creature to be passive slap it when it starts chucking things around. Generally speaking though every time your creature throws stuff it is for a reason and usually a very helpful one.

Drop wood or grain from fields into the store and your creature eventually starts copying. What's good about this is the way your creature actually throws stuff into the store rather than placing it. With practice he can stand miles away from the store and still get them in.

Damage
Hunger
Tiredness

By throwing a beach ball at your creature at around head height when it's in a playful mood you can teach it to catch. Eventually you can move on to humans and animals and enjoy an impressive game of catch with your furry friend. With proper training creatures can even be taught to catch fireballs and throw them back at an assailant.

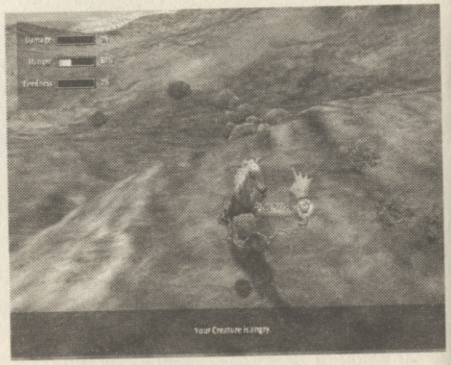


Your Creature wants to impress somebody.

Teach your creature to pick up rocks and throw them at enemy creatures and villages. Whilst the damage this causes is useful, it's also a great way to keep a creature fit and strong. Only stroke your creature once he's thrown a rock though, stroking a creature with a rock in its hand will cause the rock to be eaten.

Damage
Hunger
Tiredness

The beach ball can also be used to encourage your creature to kick things. With practice it will start kicking rocks at enemies. Curiously most creatures also have an overwhelming desire to kick cows, horses and the odd villager. Slap your creature to stop it doing this.



Your Creature is angry

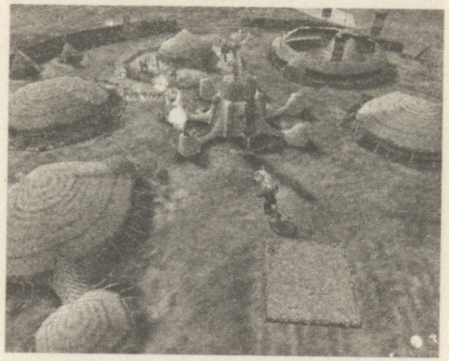
As with most things your creature is more observant than you realise. It doesn't just notice that you've thrown something. It looks at what you've thrown, where you've thrown it and whether you return the rock to its original position.

VILLAGE DUTIES

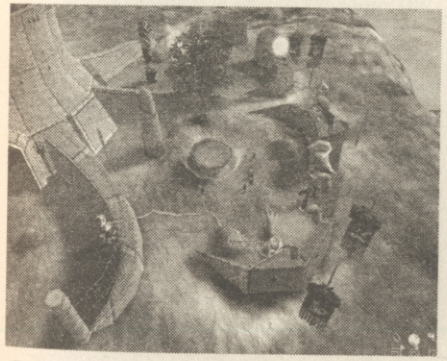
There are many occasions when your creature has to help out in general village life. Here's how to get him to do things properly.

Your Creature wants to be kind and generous.

Your creature must learn how to use the village store. If it doesn't know how to do this, it is unlikely to cast any wood or food miracles into it. Teach him about the village store as early as possible, in fact, don't leave the first land without your creature knowing about it.



Keep the leash of learning on every time you start fiddling around with a village. Your creature should automatically watch all things you do, including any miracles you cast, and learn from it. Eventually he will assist you in whatever you're doing.

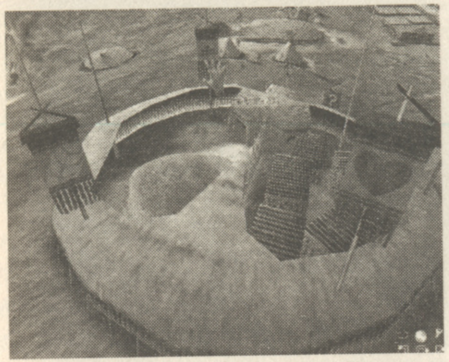


One of the most important tasks a creature can perform is the feeding of worshippers. With the leash of learning on, double click on the food desire flag at the worship site to bring your creature to it. He should then create a food miracle every time the flag rises.

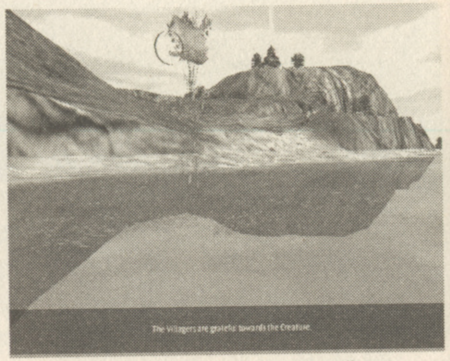
Lead a creature into a village with the fluffy leash of compassion attached and your creature should instantly start doing nice things for the villagers. Common acts of decency include watering crops, healing the villagers and creating food miracles at the village store.

GOOD ACTIONS

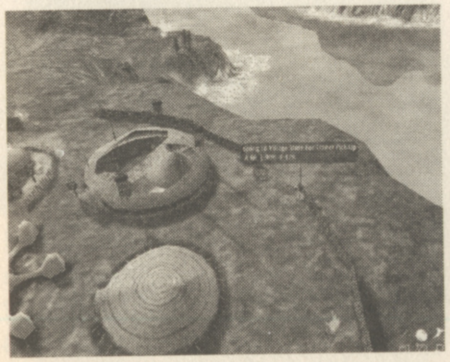
If you're not too sure how to be good then you need to try out some of these angelic tips.



Keep all desire flags low in every village on every building all the time. You will often hear the consciences talking about how you are ignoring the peoples' desires. When this is happening you are being evil - so stop it.

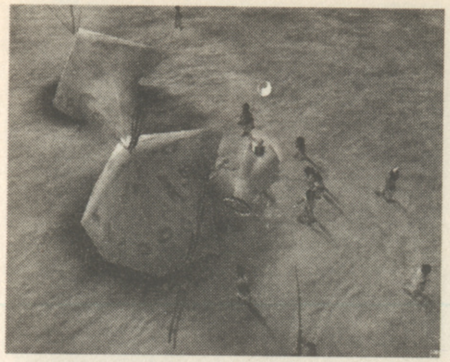


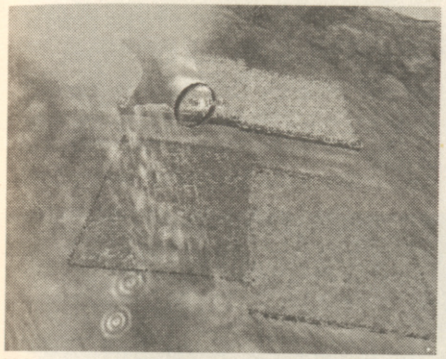
Being good means keeping things alive. Ideally you should never kill any living being whether it's animal or human. Surprisingly killing off evil Gods and creatures is also considered to be evil, so never wipe them out completely. Even more surprising is the fact that eating fish is classed as slightly evil.



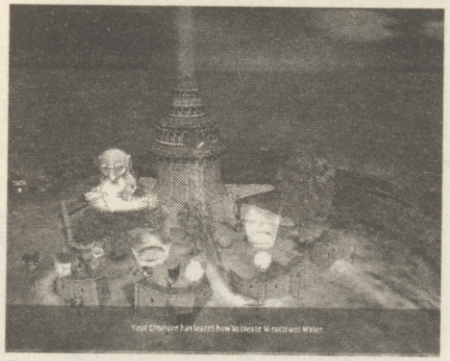
Impress villages not under your control with traders. They will take wood to that village to make a huge impression. Such a generous action does wonders for your influence and is a surefire way to stay on the path of righteousness.

Sending missionaries to villages is another non-aggressive way to impress folk. These peaceful preachers sit in towns not under your control and attempt to convert locals with tales of wonder. With enough missionaries you can easily take over a town that doesn't require much belief.

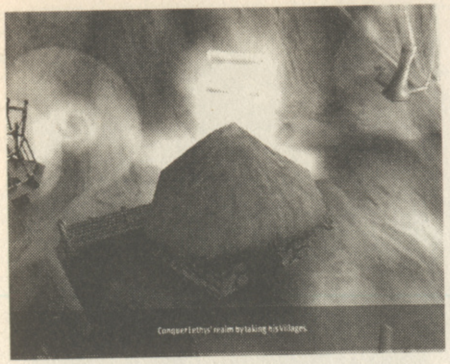




Watering crops with water miracles is a very easy and effective way to be good. The only downside to this is that if too much food is produced as a result, the villagers could start breeding like rabbits.



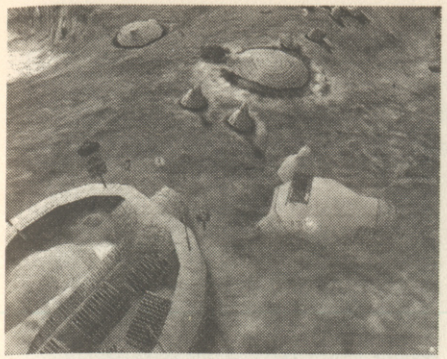
Be kind to the environment by watering small trees to make them grow. Also don't destroy entire forests when expanding, leave a few trees so that the forest can replenish itself. Generally speaking the game considers those who nurture and protect forests to be very, very nice people.



Solve the silver scroll quests in a nice way. Generally this means lots of saving drowning children, helping deceased villagers and stuff like that. If a silver scroll quest appears to be inherently evil regardless of the outcome do not even attempt it.

Nature miracles, wood miracles, food miracles and flock of bird miracles make a very good impression with the villagers - and your influence. Cast these as opposed to destructive miracles to stay on the side of good.

Never take food from the village store to feed either your creature or villagers. This is classed as an evil act, even if you are doing it to feed your own villages. The game only sees this as taking away from your store and doesn't consider the wider implications.

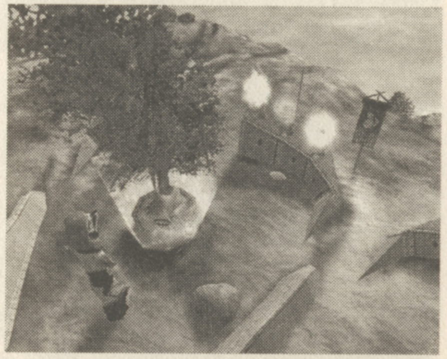


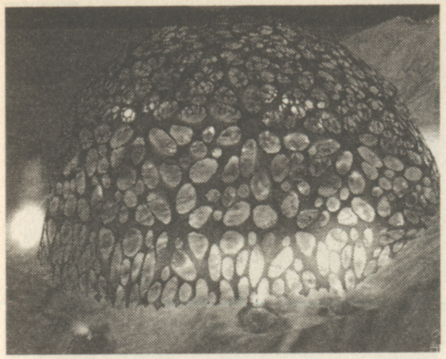
When villagers ask for something, give it to them as soon as possible. If they ask for civic or business buildings for example, don't delay, get on the case before they start losing faith in you. If you never give villagers what they need they completely lose faith and become disillusioned which makes them more likely to believe in other Gods.

Help me save this land from Lethys.

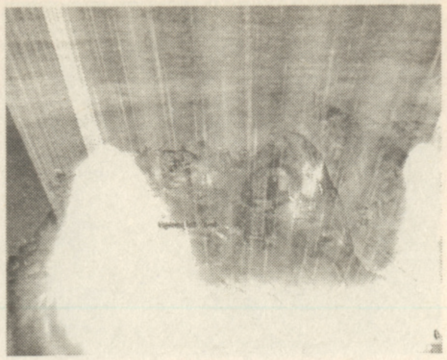
Casting a heal miracle on villagers not only cures them of any illnesses they might have, it actually makes them live longer too. Teaching your creature to heal villagers is also a wise and kind move.

Never sacrifice people or animals at the worship site for extra prayer power. Be nice to your villagers and let them dance around the site properly to give you power. If you are desperate for a quick boost in energy sacrifice a tree or shrub - not too many though because any sacrifice eventually registers as evil.

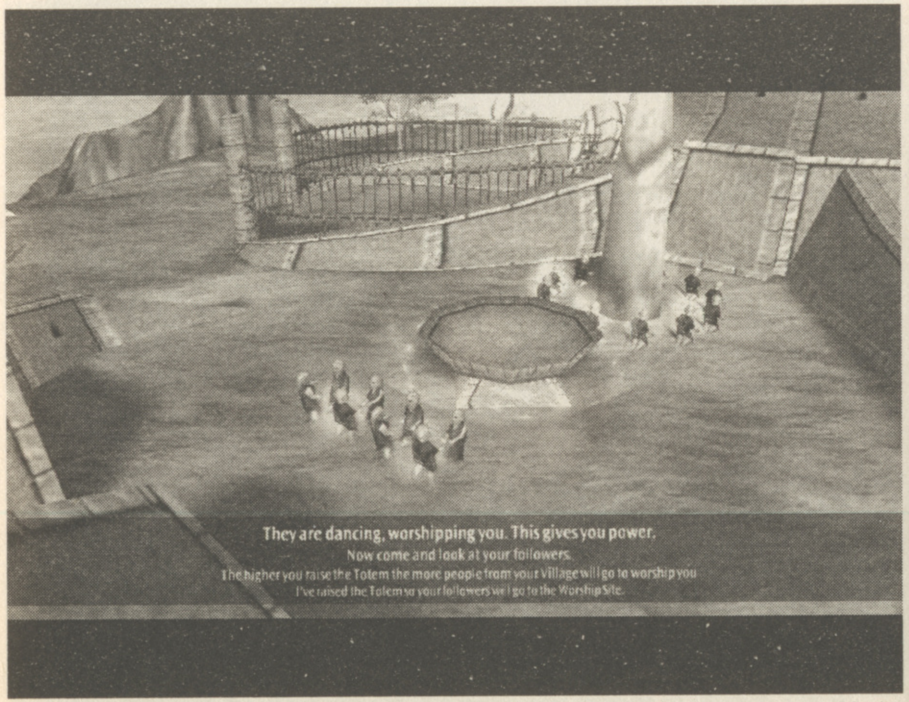




If another creature or God attacks you, use protection miracles. Spiritual shield and physical shield are excellent at diverting attacks and they are completely non-aggressive. They also do a fairly good job of impressing people.



Never fight back with miracles such as fireball, lightning, megablast or storm. These are considered weapons of destruction and are therefore evil. The only exception to this is when it's a case of last ditch survival. When all else has failed, violence is acceptable.



They are dancing, worshipping you. This gives you power.
Now come and look at your followers.
The higher you raise the Totem the more people from your Village will go to worship you
I've raised the Totem so your followers will go to the Worship Site.

Lastly and most importantly, don't let villagers die at the worship site. Feed them and look after them well. If any are about to die from fatigue or old age then remove them and place them back in the village or an empty house to recuperate.

EVIL ACTIONS

Evil is probably the most natural way to play Black & White for most of us, but it's not always easy being bad. Here's how to do it with flair!

Let all of your villagers' desires go unheeded. Don't let them expand, don't feed them and don't give them wood. There are much more important things to be getting on with. Besides, humans eventually learn how to find their own food and wood anyway.

Kill, abuse and torture anything and everyone you come across. A favourite method of maiming is to set fire to people and watch them run around slowly burning to death. Throwing living things across the landscape is also pretty nasty and gets your evil rating up very quickly.

Pluck trees from forests and chuck them straight into the village workshop if you decide to expand your village. Don't stop there though, grab every single tree there is and then marvel at your amazing powers of deforestation.

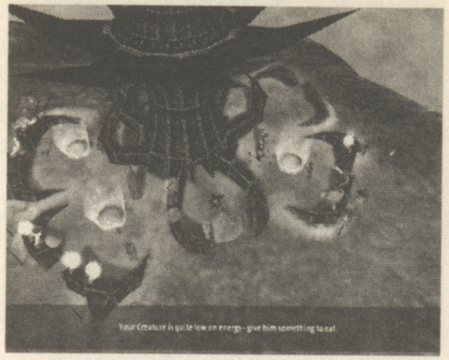
Throwing rocks around is a marvellously destructive pastime and increases your evil rating by loads. This kind of activity is especially useful when it comes to impressing new villages. The only problem with impressing villages this way is the time-consuming clean-up job that has to be done once the village has been conquered.

Damage
Hunger
Tiredness
Reward

Teach your creature to eat ripe village crops. If there are no crops around then teach him to eat the local livestock. If all else fails get him to eat a few high profile humans and make sure you do it with plenty of onlookers shrieking in terror.

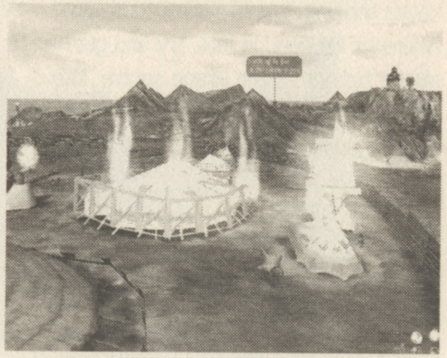
Setting fire to forests is one of the vilest acts you can do in Black & White. Obviously it's best to ignore your own forests initially and find a forest that's clearly supplying another God and then burn it to the ground. Such disrespect of nature is bound to get you a few evil brownie points.

Stealing food from the village store is evil. Take as much as you can and then feed it to your creature. If it's not hungry simply put it in his pen for a later date. Always encourage him to get back to his pen and eat the grain whenever he can.

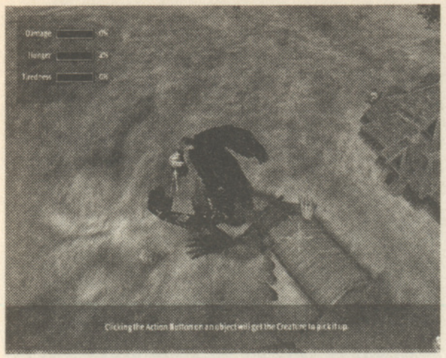


Your Creature is quite low on energy - give him something to eat.

Impress other villages by using offensive spells like storm, lightning and fireball. This is clearly a terribly inhumane way to impress people and will render you evil to the core. As a bit of fun you can prolong the agony by putting out any fires and then blasting them again.

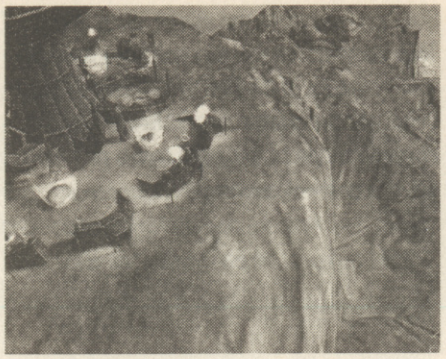


Solve all Silver Scroll quests in the most aggressive way possible. For example, if you need to save children from drowning- don't. Let them drown. In fact, bring their mother to the beach to watch them drown, and then as the finale throw her in too. Life's a bitch...



Clicking the Action Button on an object will get the Creature to pick it up.

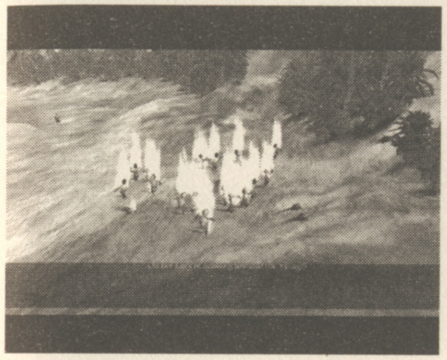
Never teach your creature the basics of house training. Let him continue to poo wherever he likes. In fact, try and get him to relieve himself at the village centre; lots of people congregate there and are more likely to be offended by the stench and mess.



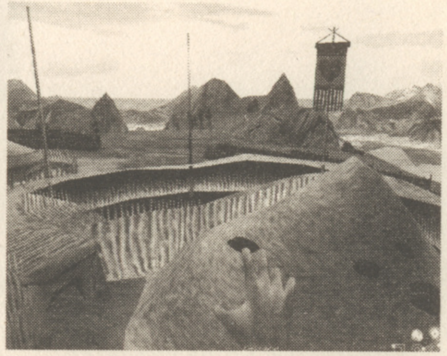
Sacrifice new born babies if you're getting low on prayer power - the younger they are the more potent their power. If there are no children around sacrifice anything else you can get your hands on, including adult humans, animals and plants. Sacrificing is a truly awesome act of barbarity that no evil God should do without.

Throughout the entire game try only to use offensive spells. The exception to this rule is when your towns or creature are being attacked. By all means heal your creature in an emergency and if your village is being pulverised don't be ashamed to go for physical and spiritual shields.

Get your creature into as many fights as possible and use as many miracles as you can during the violence. Even if it loses the battle valuable fighting lessons are learnt for the future. If possible fight in and around towns to cause maximum destruction and inconvenience to local inhabitants.



Don't just do evil things - specialise in cunning, creative mischief. Combine effects to wreak total havoc. Set fire to villagers and then throw them into the worship site, heat up a giant boulder and then roll it through a village, setting fire to buildings as it goes. You have an imagination- so use it!



Throw mushrooms or poo into the village store to taint the food. This is more effective on enemy villages of course, but as usual there is nothing stopping you doing it to your own followers. You can also do it if you're about to be taken over- it's a lovely legacy to leave behind for the next God.

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